N64 MAGAZINE FOR NINTENDO 64 FANS
Future PUBLISHING
NOVEMBER 1997
£2.95



FREE INSIDE! Lylat Wars poster magazine crammed with essential advice!

N64 MAGAZINE



MASSIVE BLAST CORPS GUIDE
All the hard bits explained!



PLUS! Win N64 goodies in our Lylat Wars Championship!

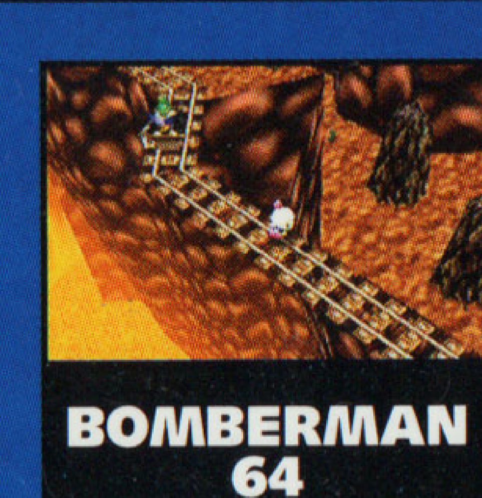
The new name for Starfox 64

LYLAT WARS

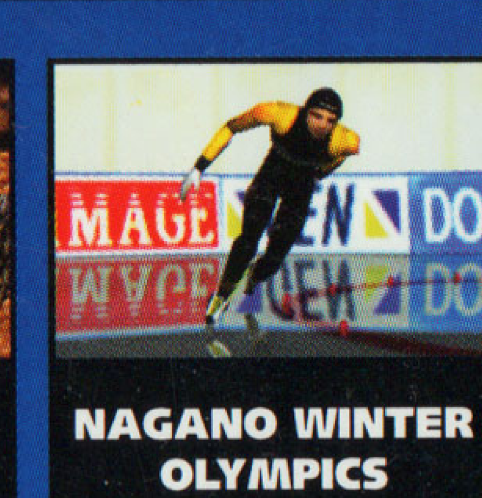
"Fox! It's a 10-page review stuffed with tips and secrets!"
"Copy that, Falco! I'm going in!"



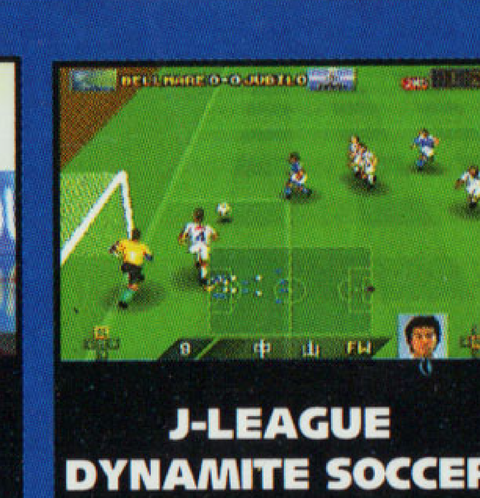
PLUS! JAPANESE AND U.S. NEWS AND REVIEWS!



BOMBERMAN 64



NAGANO WINTER OLYMPICS



J-LEAGUE DYNAMITE SOCCER

TOP GEAR RALLY
We skid, bounce and, erm, crash our way through the best N64 rally game to date!

ISSUE 8

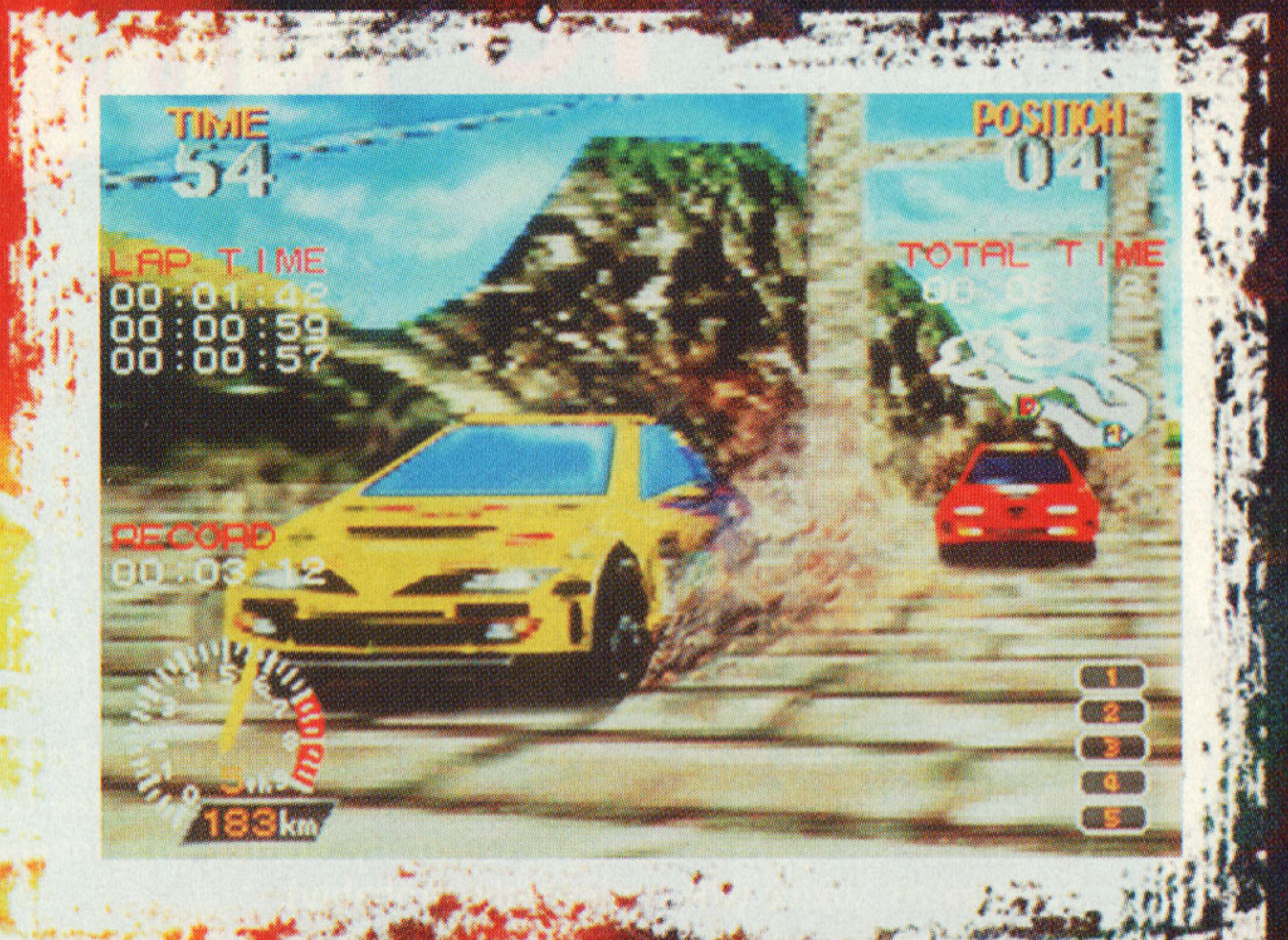
MRC

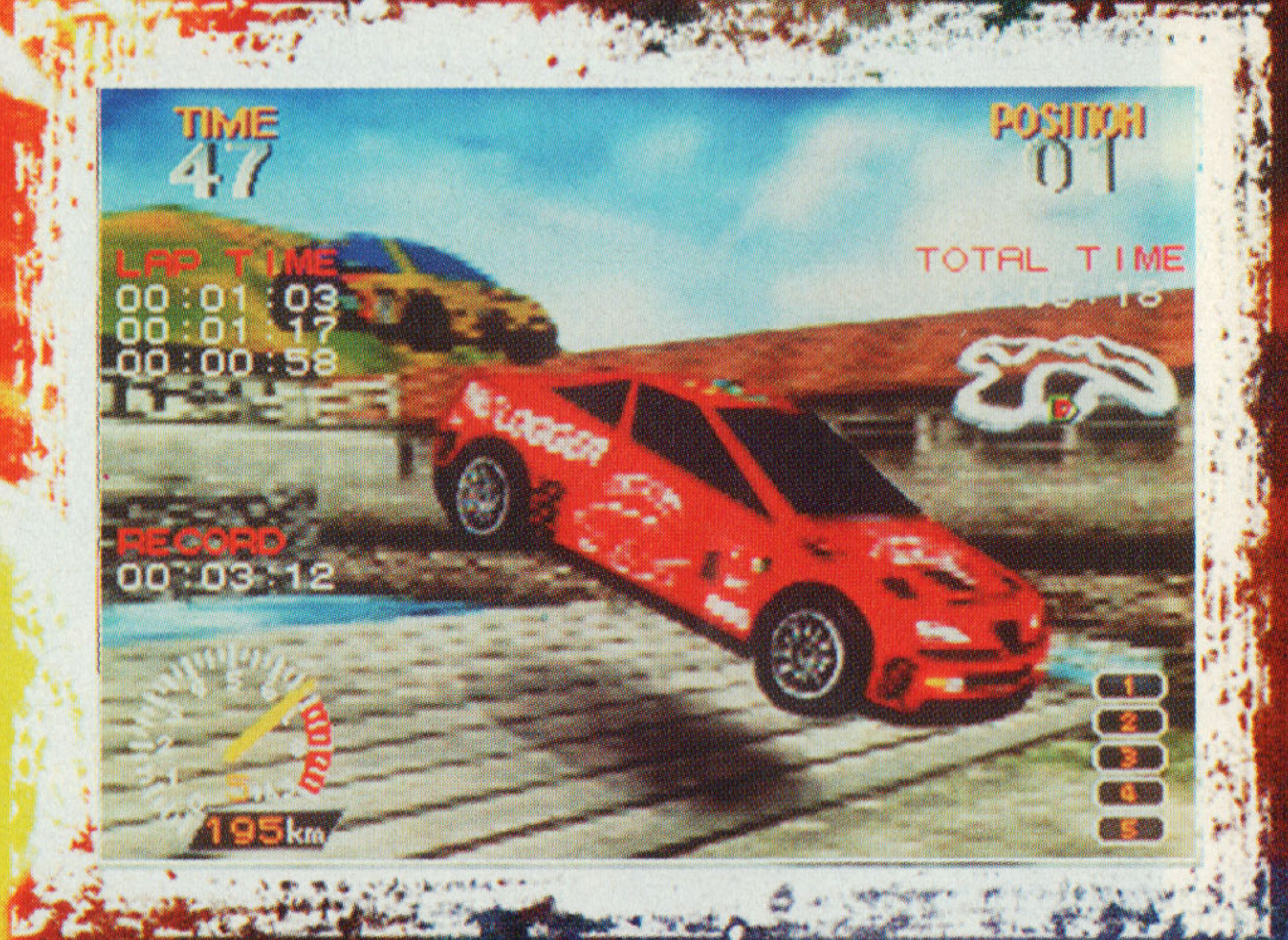
MULTI-RACING CHAMPIONSHIP

- Eight high performance, fully customisable vehicles
- True 64 bit visual detail
- On and off road terrain
- Alternative routes on every course

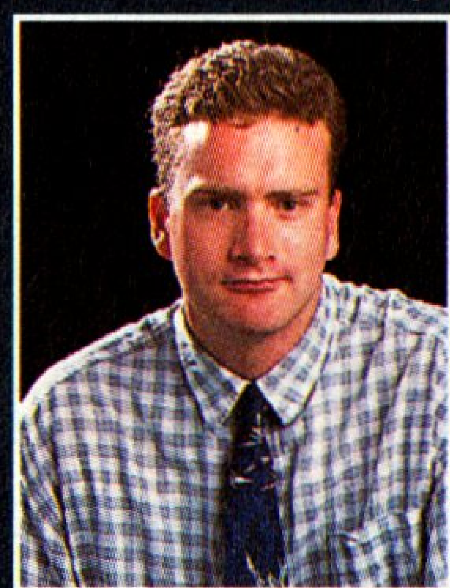
INTERNAL COMBUSTION ENG


TIME
47
POSITION
LAP TIME
TOTAL TIME
RECORD
135km


TIME
54
POSITION
LAP TIME
TOTAL TIME
RECORD
183km


TIME
47
POSITION
LAP TIME
TOTAL TIME
RECORD
195km

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WELCOME TO N64

Hello! We're back! How would you feel if, without your permission, someone changed your name by deed pole to Millicent? Or Adolf? Or Earwax? Pretty peeved, I'll wager. Well, that's exactly how *Starfox 64* must be feeling now, having been renamed 'Lylat Wars' by the increasingly eccentric Nintendo. Still, at least they've come up trumps with the game itself, which for once looks as good on a UK machine as it does on an American or Japanese one. There's more about the PAL conversion in Planet 64 on page 14, and then the world's most comprehensive review of it starting on page 34. And! Our chums at Electronics Boutique are sponsoring a nationwide *Lylat Wars* contest, details of which you find on page 44. *And!* Almost inconceivably, we've *also* enclosed a free copy of Gentleman Space Adventurer Quarterly, stuffed with invaluable *Lylat Wars* advice (UK copies only, probably).

All this has left us feeling tense, so to wind down we've been drinking delicious cups of Twinings spearmint and camomile tea.

We're crushingly disappointed by *Baku Bomberman,* though. As Zy so perceptively points out in his review, whenever anyone gets excited about *Bomberman,* they tend to be reminiscing about the original version, way back on the PC Engine and SNES. Meanwhile, Hudson have been tinkering with the formula over the years, completely losing track of what made it so good in the first place. And *Baku Bomberman,* which bears no resemblance at all to the original game, is consequently no fun at all. Bah. And it's meant to be coming out over here in November, too.

Oh, and I almost forgot – *Top Gear Rally* is brilliant! It seems really slow and boring to begin with, but after you've played it for an hour or two, and got the faster cars, and got the hang of the steering, it turns out to be one of the best racing games there's ever been on any console. The way the car responds to every little bump in the road is mind-boggling.

I got up to 38 mph on my bicycle recently.

Prepare yourself for two tremendous free gifts with the next issue of **N64** Magazine!

Jonathan Davies
Editor

N64 ARENA
Reviewed, rated... and completed!





IMPORT ARENA
The latest Japanese and American games investigated and rated.





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PLANET 64

News from the world of Nintendo 64



HOW TO...

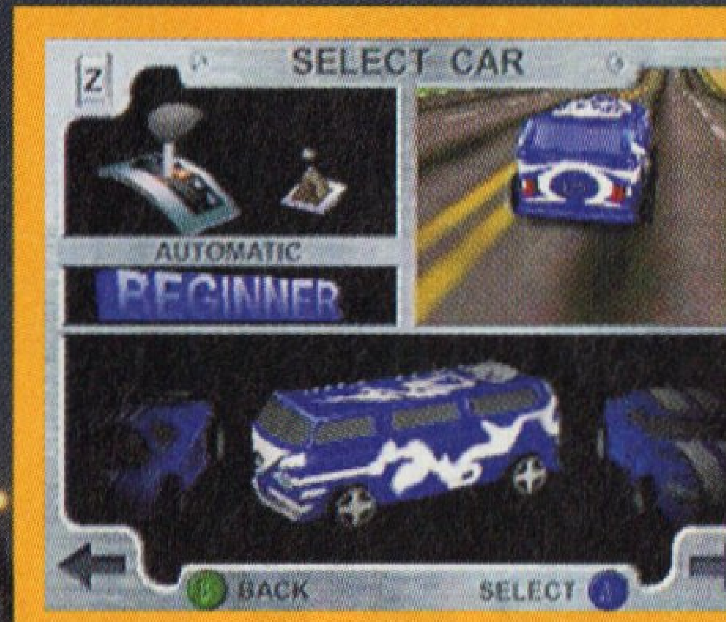
Guides to ease you through life.



REGULARS

WE PLAY A NEARLY FINISHED VERSION OF THIS FANTASTIC NEW RACER!

SAN FR



The camper van may be slow but it can take loads of damage.

Lay down a rubber runway as you accelerate away.

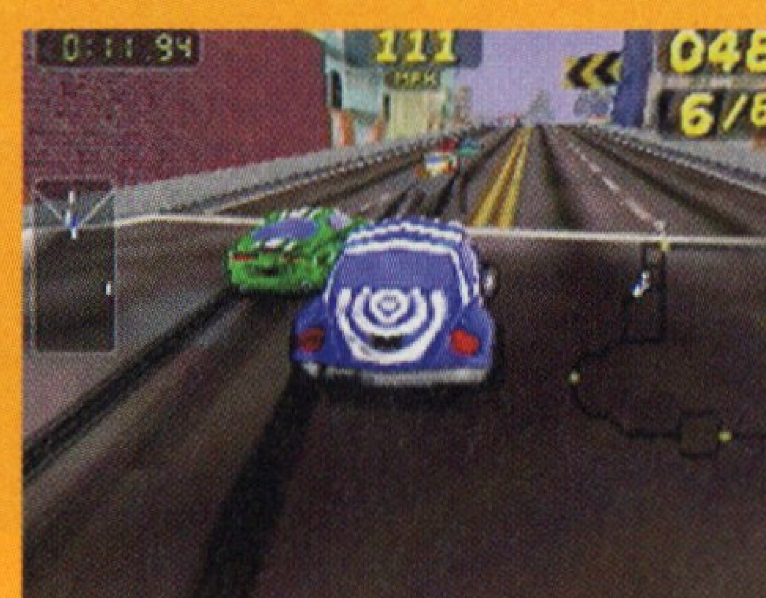






Smash your car around (it's inevitable) and it soon begins to look a little worse for wear.





The Beetle is quite nippy. Iffy paint job, mind.

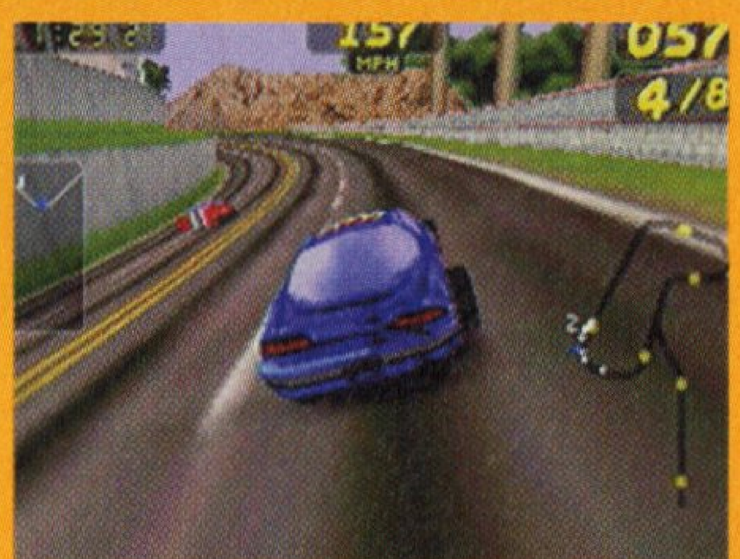
You cam change the colour of your car if you fancy.

ANCISCO RUSH

move over steve mcqueen

San Francisco Rush
ATARI/MIDWAY/GT
After Christmas 1-2
US/Japan: November



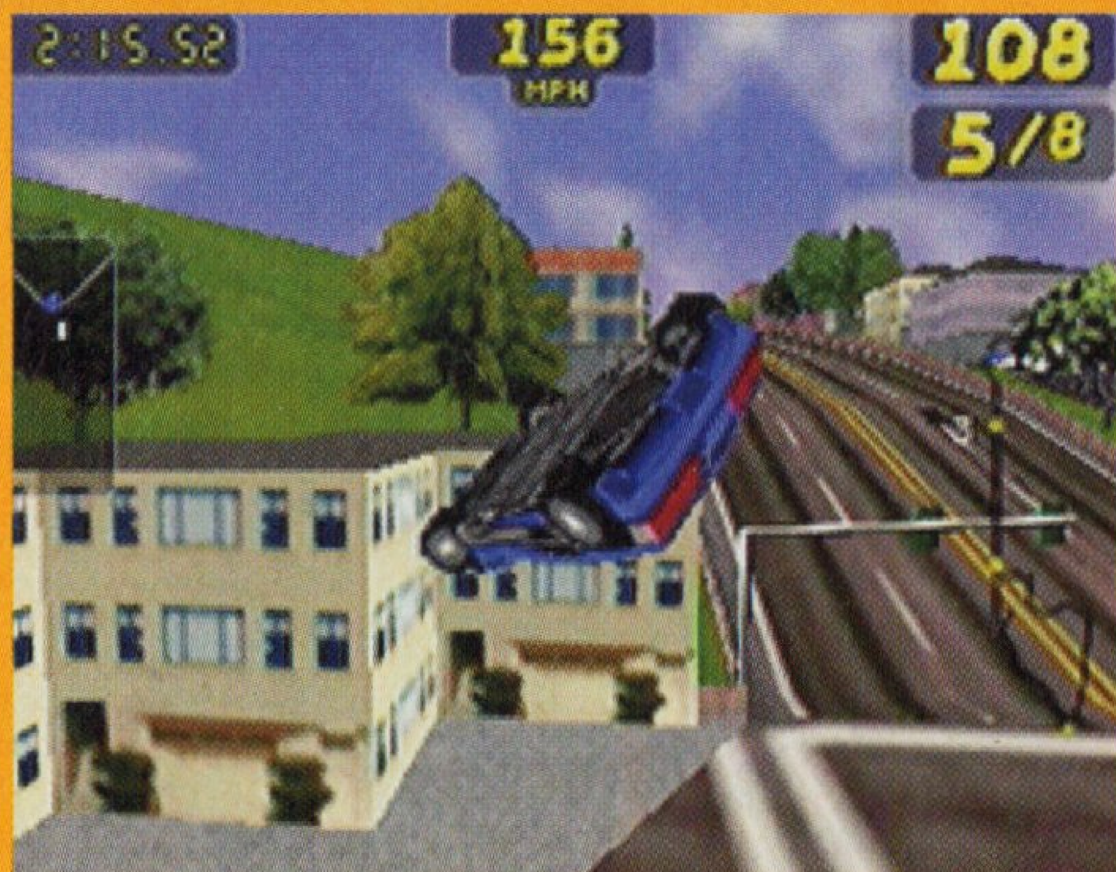




△ The CPU cars are hyper-aggressive. We like that in a game.

▽ The streets are all incredibly well-detailed. A real achievement.







△ This is one of those things that Should Not be Happening. It's bad.

This is the result of a Bad Thing. Crashing and burning – not pleasant. ▷

GO! GO!







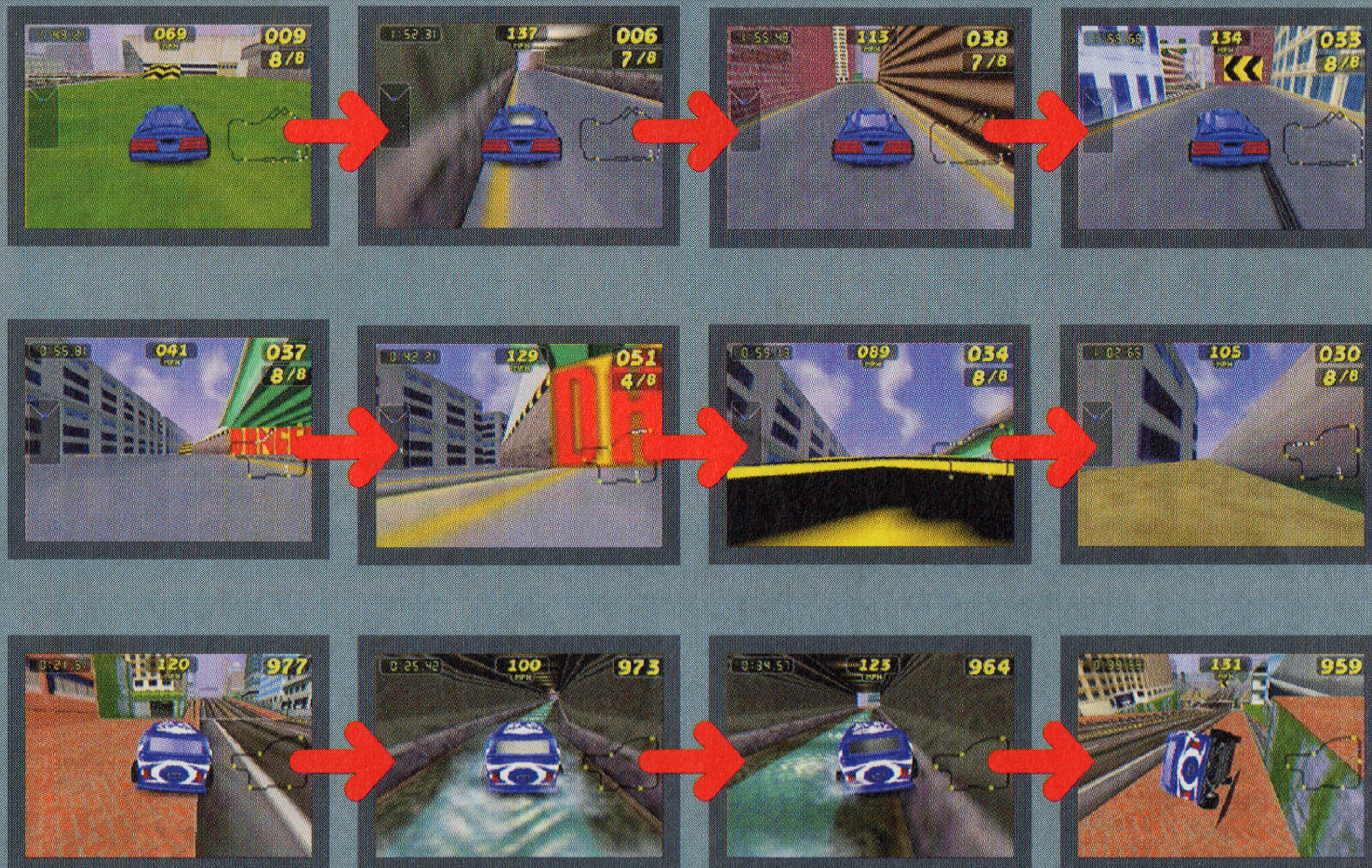
The city streets prove a treacherous race track – the corners are all so very sharp.

Short, back and sides

As well as multiple-route courses, *San Francisco Rush* also has tonnes of secret bits. They're usually hidden away out of sight, but by using the Practice Mode (where no other competitors are present and you get 999 seconds exploration time) you can soon hunt them down.

Some are simple alternatives to the main route, like mud paths through a trackside forest, but others are less obvious. Look out for the yellow and black ramps and, more often than not, you'll find a shortie. Such as the route where you leap straight through a false concrete wall. Or where, with quick enough reactions, you can pull away from the track into the city's sewer system (readying yourself for the exit which is high above the main road).

Like Rare's *Diddy Kong Racing*, *Rush* also has an adventurous bent to it. Instead of merely having to pace it round a course, you can also take time out to dig around for six golden keys which, once collected, unveil a 'special surprise'. Midway are keeping their cards close to their chest on what exactly the prize is, but we'll wager it's something along the lines of an extra track.







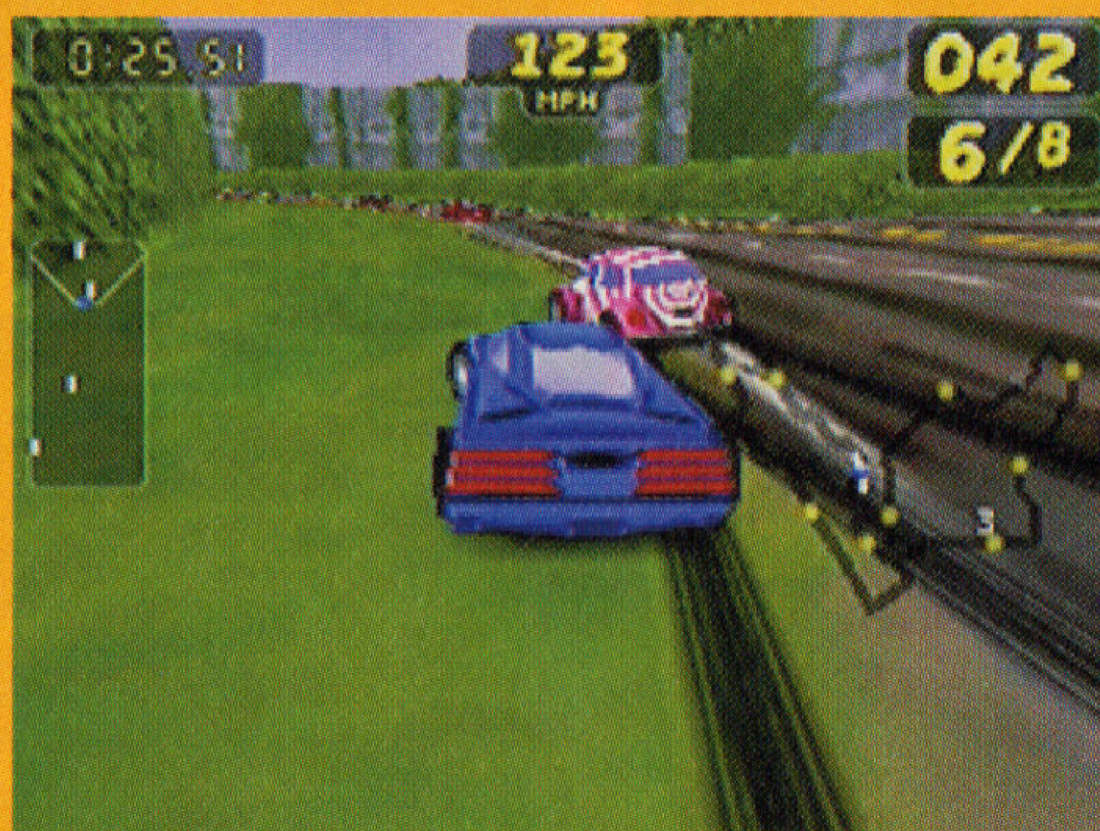


The graphics are superb – you can see miles ahead.











Outrageous jumping is another mark of San Francisco Rush.



After over a year of waiting, we're suddenly being swamped with decent driving games. **But while *Multi-Racing Championship*, *Top Gear Rally* and the forthcoming *Lamborghini 64* vie for those serious racing honours, and *F1 Pole Position* tries (and fails) to navigate a nasty chicance, Atari's coin-op conversion of the excellent *San Francisco Rush* offers something altogether different.**

It has, of course, all the basics in place – authentic handling, super-fast vehicles and gorgeous, city-based tracks are to be expected in any racing game. But Atari have used San Francisco's mazey streets as the base for a plethora of gravity-defying extras: cloud-high leaps, mid-air collisions, corkscrew flips and lap after lap of (often unintentional) explosions. From which, naturally, you'll recover.

It's a formula that will put some people off. But it shouldn't. Play *Rush* for a couple of minutes and you'll realise that the swing away from the realism of, say, *Top Gear Rally* is actually quite refreshing. But, more than that, the actual conversion itself is a far, far cry from the horrible unplayability of *Cruis'n USA*, suggesting that Midway have learned something from past blunders.

There are six tracks to get your teeth into, ranging from a fairly pedestrian stroll through the outskirts of the town to more frantic outings in the centre of San Francisco. Courses are enormous, stretching for several miles a lap, and, like *Multi-Racing*, as you progress through the game, previously cordoned-off areas become accessible to race on.

The vehicles you rattle around in are eight in number. As expected, they're divided into solid all-rounders and speed-of-light sports cars, though you'll rightly wonder how a VW Beetle managed to make it into the latter group. There's also a compact little VW camper van for you to try on for size and – against all odds – it gallops around, feeling balanced and speedy and, indeed, very nice.

But these things are to be expected too. Where *Rush* differs is in its race structure. Out goes the largely featureless scenery of *Top Gear Rally* and the low-res, mud-flecked *Multi-Racing* geography and in come tower blocks, neon signs, fly-overs and terrace housing, all with a glorious visual sheen. Also gone are the gently up-and-downing roads of *TGR* and *MRC*. Here you can fly.

The reasoning behind the San Francisco setting is obvious. Just like Steve McQueen in Bullit, you can steam along at 150 mph, reach the brow of a hill and soar into the air, watching other vehicles pass below you. Obviously Macca, or anybody else for that matter, could never hope to get as high as this (he'd need wings to do that and, erm, be alive) but Atari have allowed themselves a bit of leeway.

And because you'll frequently be air-driving, you'll also be witness to some serious mid-air congestion. The eight other competitors involved leap around in a similar fashion, meaning you'll often touch wings two hundred feet up, or cross over if you've both come off a hill diagonally. Each course has its fair share of ramps, too, leading to some spectacular flips and twists if you don't catch them absolutely right.

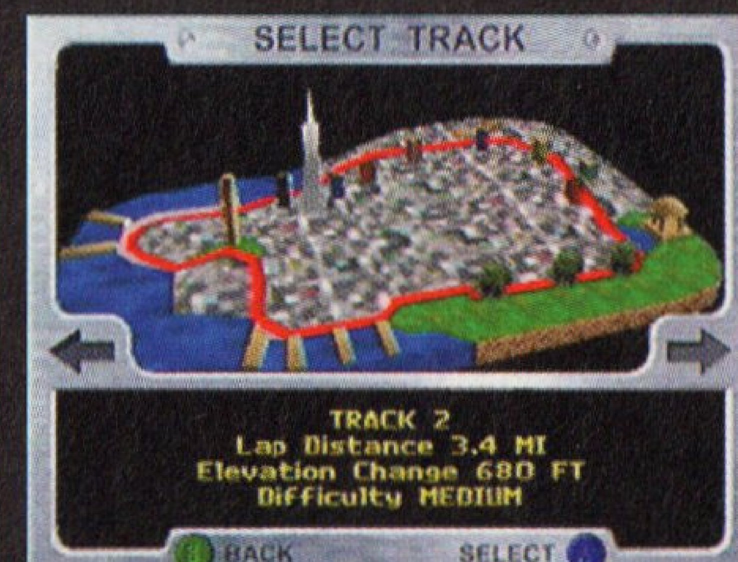
And the multi-course tracks are so clever in their design that even if you take one route that proves longer it'll immediately lead onto a second route that'll cut vital seconds off your time. Some shortcuts are less impressive than others, but there are very few racing games that can claim to throw you onto the roof of a skyscraper and let you swoop off and land unharmed. If nothing else, *Rush* is gawp-worthy to watch.

Add to that a two-player mode that leaves *Top Gear Rally* in its wake and this really should be a racing game to look forward to. Sadly, the UK release looks likely to slip until after Christmas, so we'll have to wait a couple more months to find out for sure. But we've already had the memories of *Cruis'n USA* banished from our minds and, for that reason alone, we're inclined to like *San Francisco Rush*. We'll have a review soon, then.

SIX TRACK

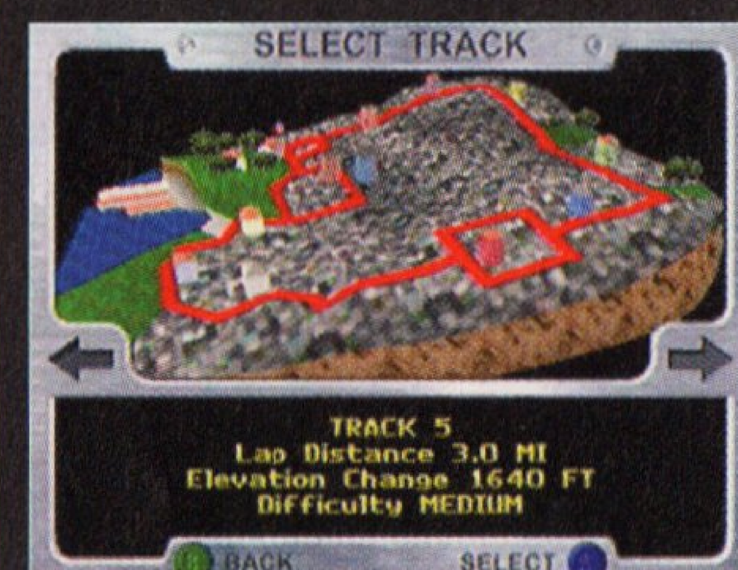
Those tracks in full...



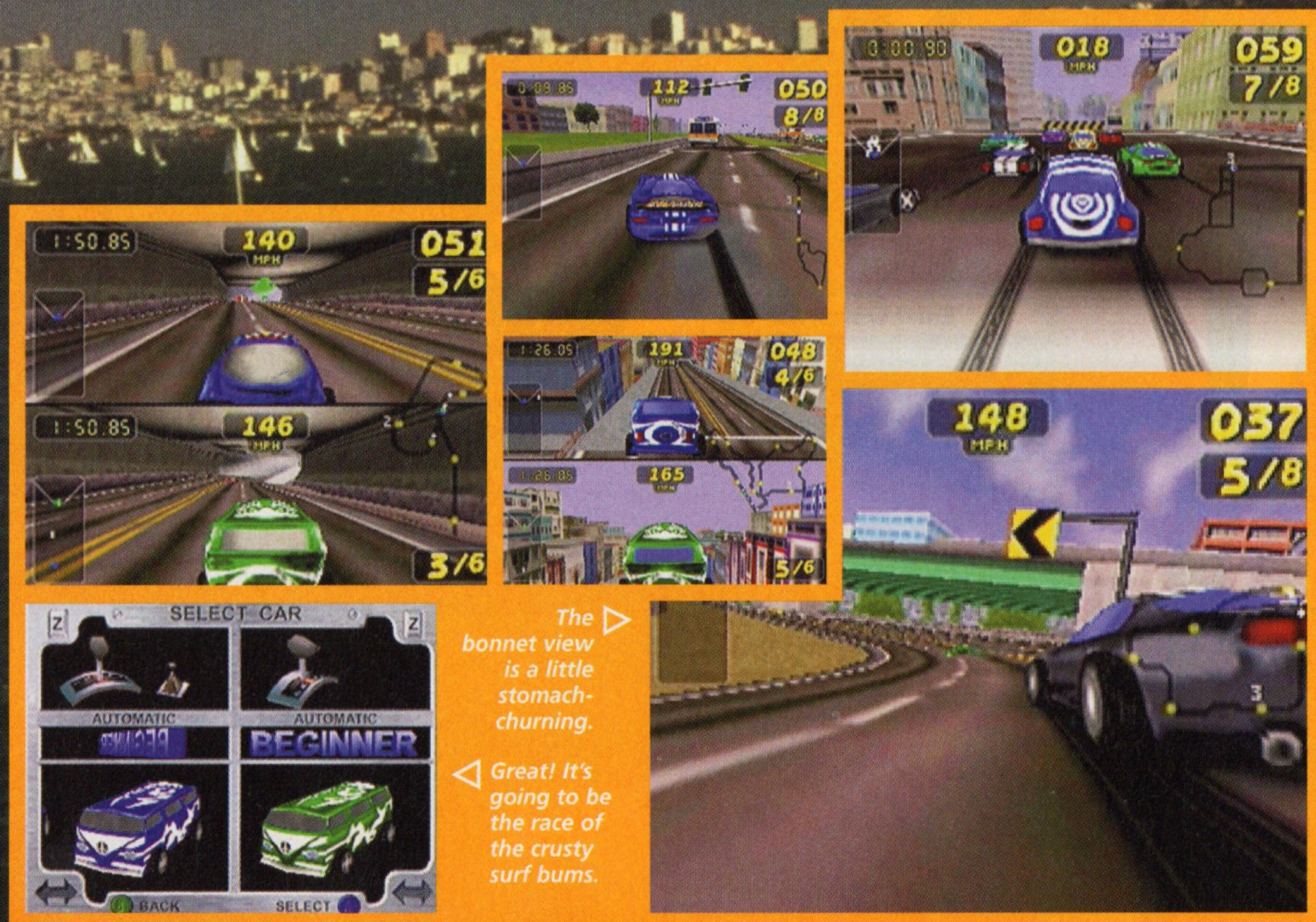










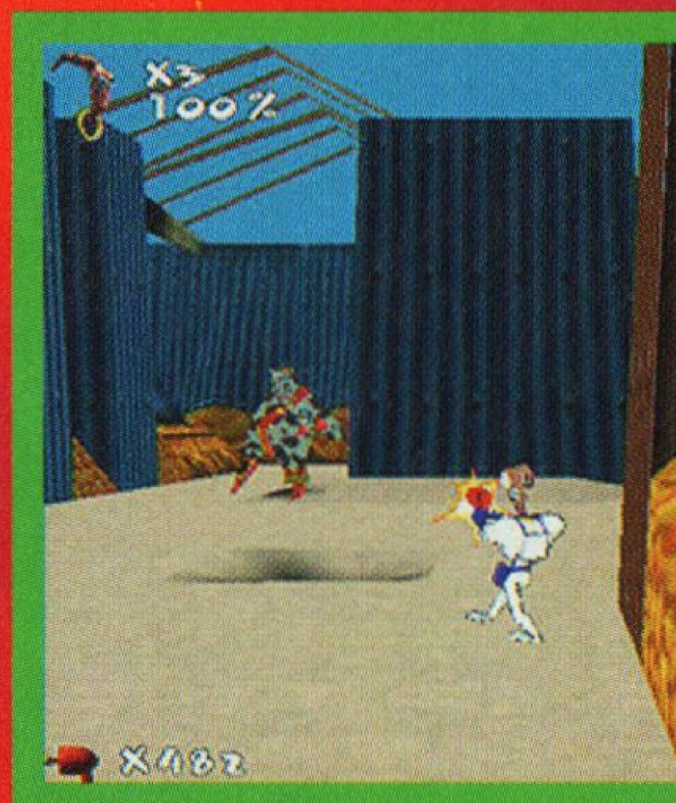


The bonnet view is a little stomach-churning.

Great! It's going to be the race of the crusty surf bums.

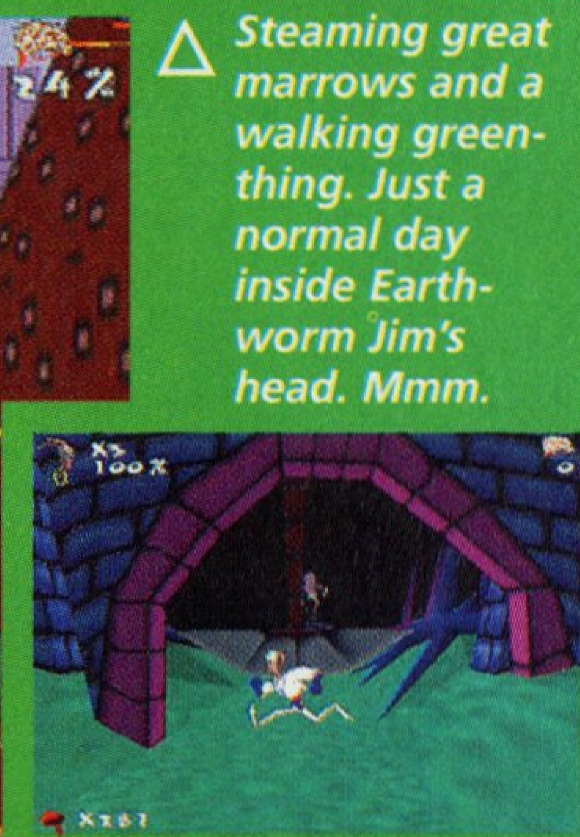
TO BE CONTINUED... *Rush!* (As the commentator says therein). We'll be reviewing it in our December issue. Hopefully.

EARTHWO









Steaming great marrows and a walking green-thing. Just a normal day inside Earthworm Jim's head. Mmm.

Earthworm Jim 3D	
VIS/INTERPLAY	
Winter '98	1
Worldwide: Winter '98	

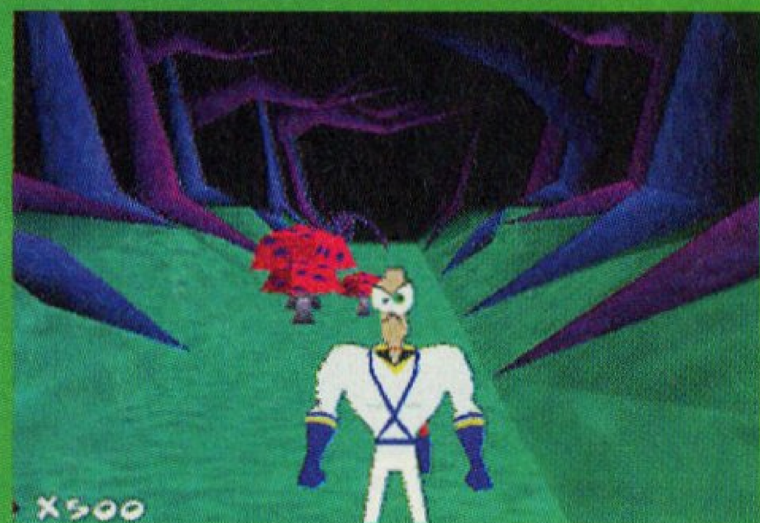
Before Shiny created *Earthworm Jim*, platform games were only ever exciting when Nintendo's latest creation beckoned. But after Jim's second appearance SNES owners had a twosome that, while arguably never matching the simple perfection of *Mario* and *Yoshi*, certainly offered a marvellous alternative. And, more to the point, they were a genuinely scary demonstration of what wanders through the minds of Dave Perry and his coders.

But for Jim's inevitable first venture into 64-bit world, things have changed a bit. Shiny, despite being the series' original creators, are taking a back seat to concentrate on other projects, allowing Scottish first-timers VIS Interactive to create EJ's much-anticipated 3D universe. So, how did a developer formed just 20 months ago come to take over the reigns of such a stupendously huge game?

Chris Van Der Kuyl, Chief Executive Officer at VIS, explains: "Interplay found themselves at a loose end one day and wandered into our offices only to find the perfect home for Jim. They gave us two weeks to come up with a proposal for the game, which we did, and they signed it. We consult with Shiny once every few months and also let them look at all major developments. But Jim

RM JIM 3D

losing its head

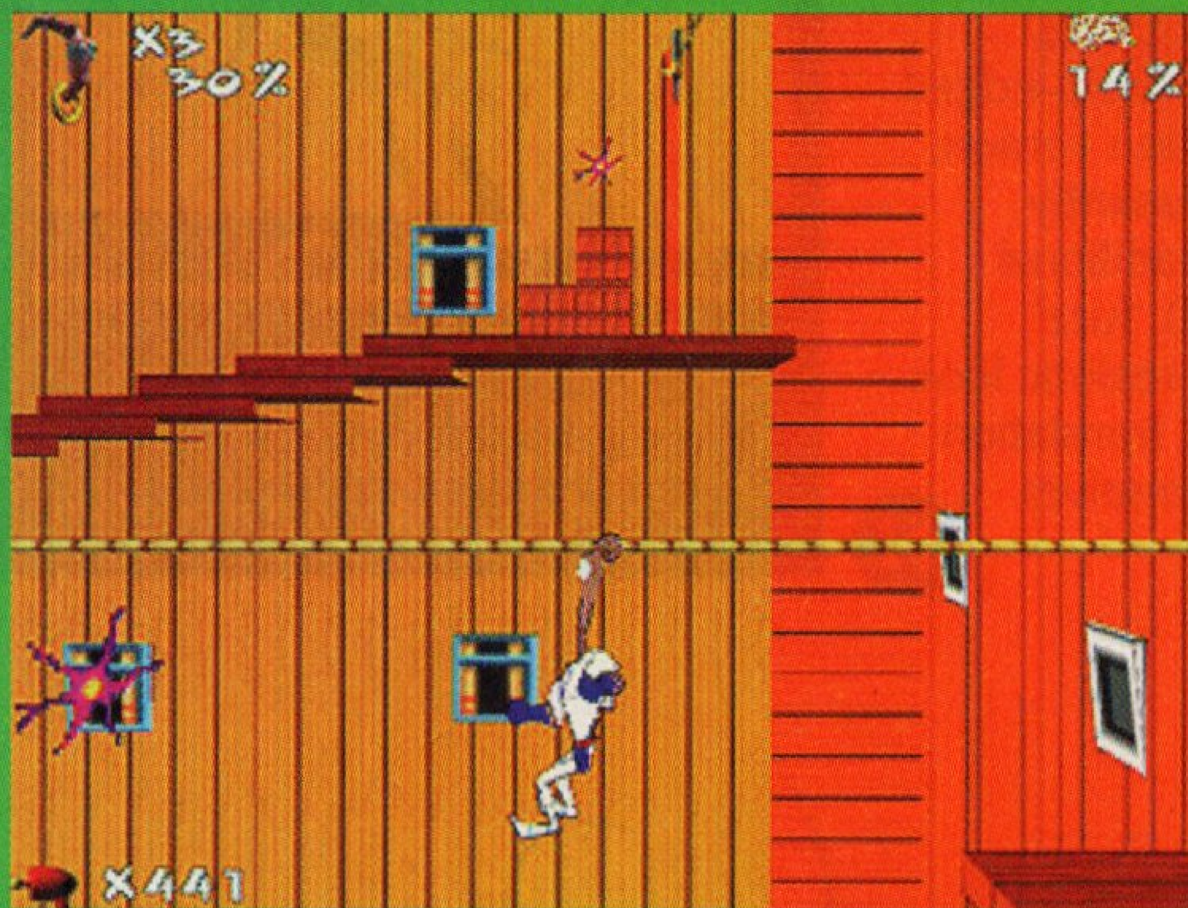
The 3D camera, as you can see, is a tad hyperactive.





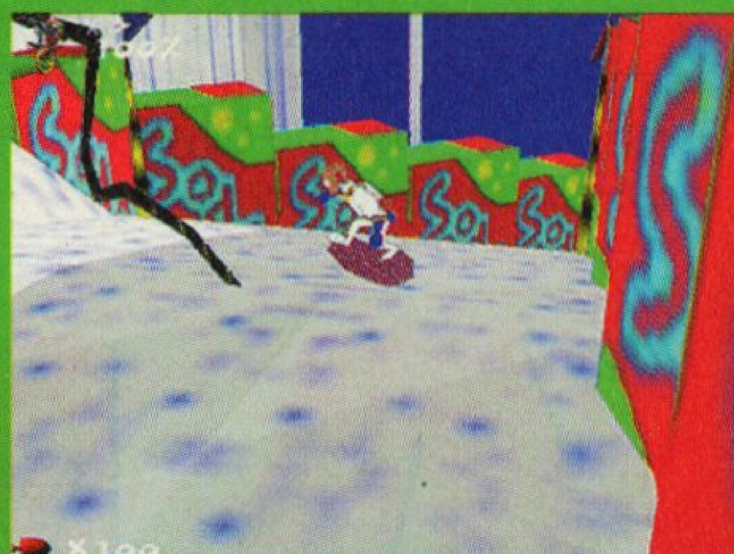
The infamous N64 fuzz doesn't appear to grace EJ 3D. These visuals are much more clearly defined.





Beautifully designed 3D levels should ensure Jim, at least, looks impressive.

At the ropes, use Jim's worm-head to shift yourself from raised bit to raised bit. Nice.





has moved to bonnie Scotland, and we have embraced him and his strange humour entirely into our company".

The game's story is suitably laced with lunacy. "Jim's running around on his latest super-heroic mission when a stray cow lands on his head," relates Chris. "He then appears inside his own brain confronted by substantial damage. If he is ever to wake up again he must repair his brain by gathering brain cells which have become dislodged and scattered throughout his psyche."

What this boils down to, of course, is a chance to show what exactly goes on inside Earthworm Jim's head. And, as you'd expect, it's not normal, with warped areas of Jim's subconscious manifesting themselves as strange, colourful worlds. All are full, 3D environments which combine platform play with free-roaming areas. Jim is not constrained by a linear-looking level."

These areas are based around six very different ideas: Fear, Fantasy, Happiness, Physical, Aggression and Childhood. Fear is based on all Jim's ideas from horror movies. It'll be filled with evil trees, monsters, odd people and traps. Jim's dream is to be sheriff in a Wild West town, so that's Fantasy. Happiness for Jim is junk food, and lots of it. But the greasy treats of his dreams have been warped, and it's now a prehistoric environment formed from various types of food. Physical sees Jim appear in the Kitchen of the Gods where he has to complete a number of outrageous domestic tasks to appease the gods. Aggression is a dangerous place where extreme violence is generally the only answer. Jim must survive a barren war-torn wasteland. And Childhood is set in and around the fairground that Jim remembers as his childhood seaside holiday destination.

So, with the game on three formats, how's the N64 version going to stand out? Eh, Chris? "The Nintendo game will take advantage of all those lovely Nintendo 3D features and will be completely true to its cartoon origins. The platforms will all have their own distinctive features. Off the record, though, the N64 version looks absolutely fabulous and will, without doubt, be the best one."

The version at ECTS was only on the PC, but the whole thing oozed playable loveliness and the ideas in the game are magnificently original. Quite an achievement for a company with a blank CV, and having to follow in the sizeable footsteps of Shiny. But, as Chris explains, "As I'm only an inch shorter than Dave Perry, his super-lanky stride poses no problem for me."

The switch to Jim's brain has given VIS the opportunity to use what they want in the landscapes.



A baked bean floor. Of course.



Jim shows off his lack of bone with a truly painful run.



TO BE CONTINUED... We'll keep you updated on *Jim's* progress over the months to come.



NAGANO OLYMPICS

the snow show

Konami's track record with sports games has all the solidity of a sizeable concrete wall. Their football titles are generally regarded as the best around – indeed, *ISS64* is probably the finest football game there's ever been – while their other titles, like *NBA In The Zone* and *International Track and Field* on the PlayStation, are the classiest examples of how to do boring sports without making them boring to play.

With *Nagano Winter Olympics*, though, they really do have their work cut out. Downhill skiing is one thing (avoiding red flags about half a mile apart), but curling (bowls on ice – except slower) is quite another. However, the version on show recently at ECTS suggested that their Diamond Dust development team are well on the way to repeating the company's past successes.

Having the actual Olympic licence means, of course, that they at least have statistical realism on their side, with every competitor from every country taking part in the games next year included. But Konami have gone further, reproducing the courses that'll be on show right down to the last groove in the terrain. So the actual downhill and ski-jumping run (with pleasant mountain views) will present and correct, as will the tubular luge and bobsled courses. The stadium that'll house the speed skating and curling will also be faithfully reconstructed.

Tasty lashings of motion capture mean that all the athletes boast the incredible realism of those in the company's previous sporting conquests (particularly *ISS64*), and, as is becoming the norm in these distinctly multi-player days, there'll be ample opportunity for some four-player action in most of the events. (And simultaneously too, according to Konami, though at this stage they haven't revealed exactly how this will work.)

Yet there's no denying that winter sports have always been a bit of an Achilles heel in the past for developers. Anyone recalling Nintendo's own *Winter Gold* on the SNES, for example, will be well aware that lush visuals and super-fast events do not a good game make. The face-punching speed might have been there, but the events themselves were deathly dull, lacking variety. Add to that, more recently, Sony's fault-ridden *Cool Boarders* on the PlayStation and you'd wonder why anyone would dare touch the colder end of the sports scale.

But as we dabbled in the delights of the first playable version at Earls Court a couple of weeks back, it was obvious that *Nagano* was well on its way to changing winter sport's fortunes. Up against the sharp-edged definition of the PlayStation version, N64 *Nagano* seemed pleasantly smooth, with the now-traditional (and frequently criticised) 'fuzz' actually giving it a more realistic look.

Expect a decent PAL translation before the Olympics themselves in February…



△ *The four man bob should be interesting. Especially as four players will be able to take part in proceedings.*





△ *The mountain in the background is Mt. Fatawata. Nah, not really. But, it is actually a proper Jap mountain.*



◁ *Luge. About as interesting to watch as a freshly painted wall.*

▷ *But, play the events and they're great.*



▷ *All the figures in the game have been motion-captured in the same way as Konami's other sporter, ISS64.*





◁ Nice moves, there. Snowboarding is split into two types. For fuller details, check out the Event on the Horizon list down the bottom. Looks nice, though.

Naturally, as with all sports, mistakes are frequent. But, in skiing, you look even more of a complete and utter twot when you ▽ mess something up.



WINTER

Nagano Winter Olympics		
KONAMI		
	December	 1-4
UK release January		

EVENT ON THE HORIZON

Those *Nagano* events in full...

Alpine Skiing Downhill: A simple – albeit at 75 mph – process of passing through a series of 'gates' during your descent.
Alpine Skiing Giant Slalom: Similar to downhill except the flags are closer together. And if you miss one, you're out of the race. Tricky stuff.
Individual Ski Jump: Split into two categories, K-90 and K-120, neither of which make any sense. Made famous by completely useless Eddie the Eagle.
Freestyle Skiing Aerials: Like ballet with snow, this requires you to produce stylish in-air moves of your choosing. Points are rewarded accordingly.
Snowboarding: With two varieties – the half-pipe and giant slalom – snowboarding is a marriage of downhill and aerials.
Speedskating: Get up a head of speed on an oval track and try to whip your opponents to within an inch of their lives. Comes in 500m or 5000m sizes.
Bobsled: There's actually a two-man bobsled as well, but *Nagano* goes for the pacy four-bloke option. A bit like riding a water slide. On ice. Yes.
Luge: One person bobsleighing, luge makes you look like a fool on your tiny toboggan-thing. Still, you'll nip along at a rare old rate.
Curling: Basically, you have to (stretch) knock a (yawn)… a… something… zzzzzz.

TO BE CONTINUED... Snow way we'd miss out on reviewing this after Christmas.



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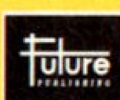
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This issue on sale
24th October
Next issue on sale
14th November. OHYESITWILL!

Fox gets star treatment!





If you think this is big, wait till you see the size of the manual inside. For your £60 you also get a Rumble Pak.

It might have a ridiculous name, but *Lylat Wars* fills the whole screen and if it is any slower it's not so you'd notice. Nintendo's Japanese programmers, it would appear, have finally woken up, smelt the plum tea and realised how hacked off European N64 owners have been with all the squashed, low-speed PAL conversions we've been getting. And as a result, once you're past the title screen, *Lylat Wars* is virtually indistinguishable from the American version of *Starfox 64*.

Other developers have always seemed capable of converting their games from the 60Hz, 525-line American and Japanese television system to the 50Hz, 625-line PAL system we Europeans use. Indeed, Konami's *ISS64* actually avoids the slow-down that occasionally blights *J-League Perfect Striker* which it's based on. It did take some effort on Konami's part to get the PAL version working that well, though. "As a ballpark figure I'd say it takes about three to four months to do a full-screen PAL conversion," says Jon Sloan at Konami's UK office. "One of the factors you have to watch out for is that Japanese programming teams put in phenomenal hours when a game's near completion – they actually sleep in dormitories at work, never leaving the building. What that means is that when they finally finish the Japanese version, they take a month off straight away, so it's several weeks before you can even get started."

Up till now, though, Nintendo themselves just haven't been bothering. Why not? Surely they should have been setting an example. We asked an employee in the technical department of THE Games, Nintendo's UK distributor, who, mysteriously, asked to be referred to only as 'Mr N'. "Well, it's all a compromise between launch times and optimisations. We do manage to do it some of the time, as with *Shadows of the Empire*. With other titles, there sometimes just isn't the time – *Mario Kart* was released well ahead of its original scheduling, for example."

Shadows of the Empire was written in America, though. And *Blast Corps* and *Killer Instinct*, previously Nintendo's only other full-screen conversions, were written by Rare here in the Britain. Up until *Lylat Wars*, meanwhile, everything that's come out of Nintendo Japan – including *Wave Race 64, Super Mario 64* and *Mario Kart 64* – has had a squashed picture and obvious slow-down. How come Nintendo's Japanese headquarters suddenly seems to have discovered the secret of converting to PAL? Well, rumour has it that Rare were recently contacted by a certain team of Oriental programmers asking just how it was they were managing to make their UK games look so good…





BE ON TELLY

Fancy being on telly? Games Master are recruiting gamers for their new series, which starts on Channel 4 in November. They're looking for people who are brilliant at games, with, ideally, some sort of specialised skill or unusual 'quirk'. (Game-playing twins, they suggest by way of an example, or someone with a granny who's handy with a joypad.) If that sounds like you, write to them at: Games Master, PO Box 91, London E14 9TN.

STOP PRESS!

DIDDY KONG RACING UPDATE

Mere nanoseconds before this issue of **N64** Magazine had to be sent off to the printers, a finished version of *Diddy Kong Racing* turned up from Rare! This had the immediate effect of causing work to grind to a halt, which is why the magazine reached the shops a little later than we'd originally envisaged. (Our apologies for that.) But! The good news is that DKR looks, from the time we've spent with it so far, absolutely brilliant! The graphics are stunning, and the whole thing's packed with goodies. We've already raced a dinosaur up a mountain, collected several golden balloons, had a four-player race in planes and developed a firm dislike for Pipsy the mouse, and Jonathan's had to lock the cart in his desk till we finish the last bits of this issue. More on *Diddy Kong Racing* next month!







With *Lylat Wars*, Nintendo have at last worked out how to do decent PAL conversions!

by Jonathan Davies, with 'additional reporting' by Stuart Campbell





Up til now, UK games have been squashed like this.





But here's Starfox next to Lylat Wars. No difference!

You can also have all the text in French for a change, and switch it so the speech is in 'Lylat', rather like the SNES game.





THE FLIP SIDE OF THE COIN

Genki and Imagineer, meanwhile, who've written *Multi Racing Championship* for Ocean, don't seem to have grasped the principles of converting to PAL at all. We didn't get to see the UK version of *MRC* until after we'd put the finishing touches to our review later on in this issue, and are sad to report that it's got black borders you could drive a bus through. Luckily it's still an entertaining game.



Before...



...and, er, after.

Cheaper games are here!

More good news! They're practically giving them away!

All right. Not really. But, thanks to a reduction in the cost of manufacturing N64 carts, we should see at least some reduction in the price of new N64 games. Although a cut in the factory price of $6 (£4) per cart might not sound like much, once that's been multiplied by all the factors involved in getting a game into the shops it works out at a saving of around 15% on the retail price.

So far, only Nintendo of America have announced publicly that game prices will be falling, with Howard Lincoln confirming at summer's E3 show that American N64 owners would be paying $10 less for their games. But now it looks like the same reduction will apply here in the UK. "There will be movement before Christmas," reckons Alex Fitzgibbons at THE Games, Nintendo's UK distributor. Translated, that means that the big games Nintendo are releasing here during the remainder of the year – titles like *GoldenEye 007* and *Diddy Kong Racing* – will cost less than top-notch Nintendo games have done so far, and possibly less than £50.

And lower prices won't just be restricted to Nintendo's own games, either. The cart-manufacturing savings are being passed on to third-party publishers, like GT, Ocean and Konami, who've so far struggled to get carts into the shops for less than £65. So we should be paying less for games like *Duke Nukem 3D* and *Nagano Winter Olympics*. And! A UK release for *Mystical Ninja 64* (*Ganbare Goemon*) looks all the more certain.

A NEW GAME EVERY WEEK!

Aside from high game prices, the N64's other big problem up till now has been the lack of games to choose from. But that's about to change too, with at least one new game a week being released up till Christmas. Here's Nintendo's provisional (i.e., subject to change) release schedule for the rest of the year:

7th November	***GoldenEye 007***
14th November	***Bomberman 64***
21st November	***Top Gear Rally***
28th November	***Lamborghini 64***
6th December	***Diddy Kong Racing***
12th December	***Mischief Makers***

And those are just the games Nintendo are distributing themselves. Before Christmas we can also expect to see several games from other publishers, including *Duke Nukem 3D, NFL Quarterback, FIFA: Road to the World Cup, Madden 64* and *Extreme G*.

GO! GO!

WARNING!

Word has reached us that readers have been having trouble getting hold of goods they've ordered from a company called Import Zone Ltd. We'd suggest readers don't send any money to Import Zone for now. If you've already done so, and haven't received anything in return, try contacting your local Trading Standards office to see if they can help.

64DD LATEST

To be honest, the only real movement on the 64DD front is that Nintendo's N64 disc drive will definitely be on show at Nintendo World 97 (as the Shoshinkai exhibition is now called) at the end of November. All there will be the machine's four launch games: *Sim City 64, Pocket Monsters 64, Mario Paint 64* and *Mother 3* *(Earthbound 64)*. And the system is still on target for launch in Japan in March, with a US release following in the autumn.

Which just leaves the small question of the European launch, concerning which Nintendo are conspicuously silent. Could it be that we won't be seeing the machine until the end of next year, or even – eek – *1999?* We shudder to think.



POCKET TV

Regular followers of our Game Japan pages will have some idea of the way that, in Japan at the moment, Nintendo doesn't mean N64, it means *Pocket Monsters* on the Game Boy. *PM* carts are still selling by the million there, a year-and-a-half after the game's release, so some sort of TV tie-in was inevitable.

The Pocket Monsters anime series recently started on Japanese TV, and features all the characters from the game – including a certain Pikachu, star of the mystery N64 game featured in last month's Planet 64...



New Goods

Items to enhance your N64-life.

ACTION REPLAY

Datel • £50 • 01708 810800

Some of the cleverest people in Europe work at Datel. No sooner does a new games console appear than they've come up with all sorts of devious devices to plug into it. And they're most famous of all for their Action Replay cheat code carts, which have given infinite lives to generations of gamers. They've taken rather longer than usual to come up with an N64 Action Replay, though, and are charging a but-I-could-get-a-game-for-that £50 for it.

As with the SNES version, it plugs in between the N64 and your game. But! Rather than forcing you to feed convoluted codes into it, it comes with cheats for most of the games that've been released so far built in. Covered are *FIFA 64, MK Trilogy, Pilotwings 64* (infinite rocket belt fuel and rockets), *Shadows of the Empire* (infinite lives and so on), *Super Mario 64* (a whole range, from infinite lives to the 'hilarious' Big Fist Mario), *Turok* and *Wave Race 64*. Then, as more games are released, Datel intend to release 'smart cards' which plug into the back of the Action Replay and contain more cheats. And! It's also possible to enter codes the old fashioned way – watch out for these in our Tips Extra section. All that's missing is the facility to work out codes for yourself, one of the SNES version's more engrossing features.

It works (although you have to jiggle it about a bit sometimes), and if Datel keep their promise to support it with smart cards and codes it'll last you forever. Cheating's cheating, though, and is something we frown upon here at **N64** Magazine. Unless it's in *Mario Kart*.

81%

1 MEG MEMORY

Datel • £15 • 01708 810800

We've decided to stop including memory cards in New Goods as they're all the same. Watch out, instead, for an exhaustive test-to-destruction that Tim's doing on them in a couple of issues' time. The thing is, though, Datel's new 1Mb card actually *isn't* isn't the same, so we're making a special exception for it. Normally 1Mb cards are split into four 256K 'pages', each one the size of an ordinary Nintendo Controller Pak, and you have to use a fiddly button to flick between them. Datel, however, while rummaging around in the N64's innards, have discovered that memory cards don't actually have to be limited to 256K. So their latest card gives you 1Mb in one continuous lump, and removes the button. Games seem quite happy with it too, with *Top Gear Rally* cheerfully saving championship data, settings and car designs onto it where it would normally start complaining with a 256K card. If you're about to go memory card shopping, then, we'd suggest you head straight for this one.

92%

TREMORPAK

InterAct • £TBA • 01204 862026

Nintendo's Rumble Pak does add a certain something to *Lylat Wars*, and most games from now on will use it – *GoldenEye, Top Gear Rally* and *Diddy Kong Racing* included. you only get one in your *Lylat Wars* box, though, so for multi-player wobbling you'll need some extras. We're not sure how much InterAct's alternative will cost at the time of going to press, but assuming it's less than the £15 official one it'd make a good alternative. It's not quite the same somehow, buzzing rather than trembling, but you get a handy battery-saving 'high/low' switch.

69%

TRIDENT PAD

Spectravideo • £20 • 0181 9022211

The only failing with Nintendo's Controller is that it costs £30. Other manufacturers have so far seemed oblivious to this, charging the same price for their alternatives and justifying it with useless extras like auto fire and slow motion buttons. What's really needed is something that works just like the Nintendo pad but costs less. And that, at last, is what the Trident Pad appears to be. Although the buttons may be a little clicky for some tastes and there's a rather vague wobbly area around the joystick's centre position, it's only £20. Hurrah!

82%

TRIDENT PRO PAD

Spectravideo • £25 • 0181 9022211

Same pad, but they've added auto fire and slow motion buttons and £5 to the price.

70%

CHECK YOUR PLUG!

Or your N64 might give you a nasty shock.

Nintendo have discovered that there could be a problem with the plugs fitted to some N64s and SNESes. There's a slim chance that the back cover of the Hitachi HE-25 plug (one of three types of plug fitted to Nintendo machines) might come loose, exposing the wires inside. Nintendo have sugggested that you switch off the mains socket your machine is plugged into, remove the plug and check between the lower two pins to see if it says 'Hitachi HE-25'. If it does you should telephone Nintendo's helpline free on 0500 030 030 and they'll tell you how to get a free replacement. If it doesn't, meanwhile, you've got nothing to worry about. (Not N64-wise, at least.) Nintendo estimate that around 45,000 N64s and 160,00 Super Nintendos are affected.



IMPORTANT SAFETY NOTICE

HITACHI HE-25 PLUGS

Supplied with some Super Nintendo Entertainment Systems (SNES) and Nintendo 64 (N64) video games systems in the UK.

Hitachi HE-25 plugs supplied with some SNES and N64 video games systems may pose a safety risk in certain circumstances. There is a remote chance that the back cover of the plug may become detached during unplugging, exposing the internal wires. As a precautionary measure in the interests of our customers' safety, Nintendo is conducting a product recall of Hitachi HE-25 plugs.

Only Hitachi HE-25 plugs are affected. This does not affect the video games consoles or cartridges.

If you own a SNES or N64 system, please follow these precautionary measures (adults please do these for children):

- Turn off the mains power supply and carefully remove plug from socket.
- Check the plug between the two lower pins to see if the mark Hitachi HE-25 is shown.
- If it is not a Hitachi HE-25 plug, please IGNORE this recall. You may resume normal use.
- If the plug is marked Hitachi HE-25 please stop using the system and call the freephone number listed below; a replacement plug and adapter will be issued free of charge.

FREEPHONE 0500 030 030
LINES OPEN 9am – 10pm 7 days a week.

Nintendo apologises for any inconvenience caused, and would like to assure all our customers that safety is our uppermost priority.

This notice appeared in newspapers across the nation.



RETROWORLD

with Jason Moore

The past is a place – they do things differently there. They certainly did when it came to computer games, anyway.

When asked to name Nintendo's rivals, most people would say Sega and Sony. But actually, to start off with, Nintendo hesitatingly followed in the footsteps of another Japanese games manufacturer. Epoch started developing handheld LED games three years before the first Game & Watch saw the light of day. The most successful were released in this country under the Grandstand name, including classics like *Astro Wars* and *Scramble*.

Epoch weren't just interested in the handheld market, though. In 1977, almost a year before Nintendo released the N15 *Pong* game, Epoch released their System 10 console, the world's first four-player *Pong* machine. Console development didn't stop there, either. 1982 saw the release of the Super Cassette Vision, an 8-bit cartridge-based console, which, while not a million-seller, set the benchmark for Japanese console manufacturers.

Now, I know what you're thinking. Plenty of people where making consoles and handhelds before Nintendo. Why's Epoch any different? It wasn't until 1984 that Epoch developed their most important console. The Game Pocket Computer was the first true cartridge-based LCD handheld to appear since MB's Microvision, which we looked at a couple of issues ago. The GPC is quite a step forward from MB's machine, the analogue controller replaced with an 8-directional joypad and four fire buttons allowing for more complicated games. The screen is about 4x4cm, with good LCD definition across the machine's 75x64 pixels. The machine's rather large, like a thinner version of the Lynx or Game Gear, so, despite the name, pocketability isn't really a consideration. Its two-tone white plastic and black fascia give the GPC a classy look. There's even a little window allowing you to see the artwork on the cartridge once it's inserted. Great.

The machine features two built-in programs. One's a simple block puzzle, and the other's a drawing program, which, without the facility to save your pictures, is rather pointless. Four other cartridges were released with the machine: *Astro Bomber, Reversi, Block Maze* and *Mah Jong*. (*Great!* – Wil) Why the machine failed is anyone's guess, but its position as a missing link between Microvision and the Game Boy is obvious.

RAD GRAVITY (NES)

Nintendo's multi-million-selling *Mario* series left third-party developers playing catch-up, the result being a wealth of cartridges introducing funky new characters intent on stealing Mario's kudos. In this title Activision introduced the world to Rad Gravity, a character who can best be described as Russ Abbot in a space suit. The introductory sequence looks promising: a huge, detailed sprite travelling between planets in a space suit. Unfortunately, things get less inspiring once you've beamed down to one. It's yet another lacklustre platformer, with unimaginative enemies, very simple level design, dull power-ups and nauseating music. And the one inventive, original thing in the game, a level which is meant to be played upside down, is completely unplayable.

RETRORATING 34%

MARBLE MADNESS (NES)

Marble Madness was a number one arcade machine, responsible for inventing a whole new genre and countless console and computer derivatives. The game involves directing a marble down a varied selection of sloped courses before the time runs out. The courses contain many tricky obstacles, like tight passageways and moving platforms. There are also enemies intent on sucking your ball into oblivion. If your ball falls off the side of the path, or is caught in a trap, it's placed slightly before the obstacle so you have to get past it again, which of course wastes your ever-evaporating time. The NES version is excellent – fast and smooth – and just as addictive as the arcade original. Maybe it's time for a 64-bit update?

RETRORATING 81%

MARIO ALARM CLOCK

You know what it's like. You've just got that hot new N64 title and you need to get up early enough to play it before you go to work the next day. Well, what better way to be woken from your slumber than by everyone's favourite plumber? The Mario Alarm Clock arouses you with a cheery "Wake up! It's time to leave dream land!", followed by a jolly extract from Mario's theme tune. Hit the mushroom and you can snooze on for ten minutes. While they've been out of production for about five years, they did sell quite well, so you should be able to pick one up at a car boot sale without too much trouble. To be honest, when I wake up the last thing I need is Mario's voice jollying me along. Thankfully the clock is punch and throw-proof.

RETRORATING 73%

FIRE ATTACK GAME & WATCH

Nintendo's early handhelds always make the more exciting finds, and they usually have grotesque themes. *Fire Attack* is one such game, and puts you in charge of a wooden fort. The four control buttons allow you to move between four positions on top of the building, and, armed with a hammer, it's your duty to defend the fort from Red Indians intent on razing it to the ground. Like many G&W games, *Fire Attack* is simply a case of keeping an eye on which directions the enemies are coming from and pressing the relevant buttons. If an Indian manages to ignite the building, there's a charming graphic of you yelling in agony as you're burnt to a crisp. This rare 1981 machine is slightly unusual as the familiar G&W shiny fascia is replaced by a matt black finish, maybe intended to suit the theme of the game.

RETRORATING 65%

• Jason Moore runs Britain's premier retro fanzine, *Retrogames*. If you'd like to know more, contact him at: *Retrogames*, 61 Baccara Grove, Bletchley, Milton Keynes, MK2 3AS.

THE N64 BOARD

They recently painted our office pale turquoise, so the N64 Board, which covers most of one wall, is more vital than ever before. Send us stuff for it!

This fine picture of J-Bomb was sent by Andreas H Ramsdal of Knudsens in Norway. Hello, Norway!

Chris Howker of Dundee sent us this picture of *Wave Race*. He's even got the details on the jetski right.

Meanwhile Nick Cowan of Holywood (County Down) did this little Bowser.

Gary Lougheed's picture of *Bomberman* is actually better than the game itself.



Nick Cowan also did this little Yoshi on a *Mario Kart* kart. Nick is fed up with people making jokes about the name of his town, so cut it out, alright!

Meanwhile, Kevin Eadie has constructed a box cover for his new game, *Luigi 64*. Clever chap with a computer is Kevin.

'*Super Mario Kart 64* – This Time It's War' screams Paul Walker's picture. It does, it SCREAMS!

Blank space. (Do you have anything that might fill it? Then send it quickly to: The N64 Board, 30 Monmouth Street, Bath BA1 2BW.)



The game platform

There was a time when platform games cropped up on consoles at the rate of one every thirty seconds. But since *Mario 64* the N64's had none. Where've they all got to?

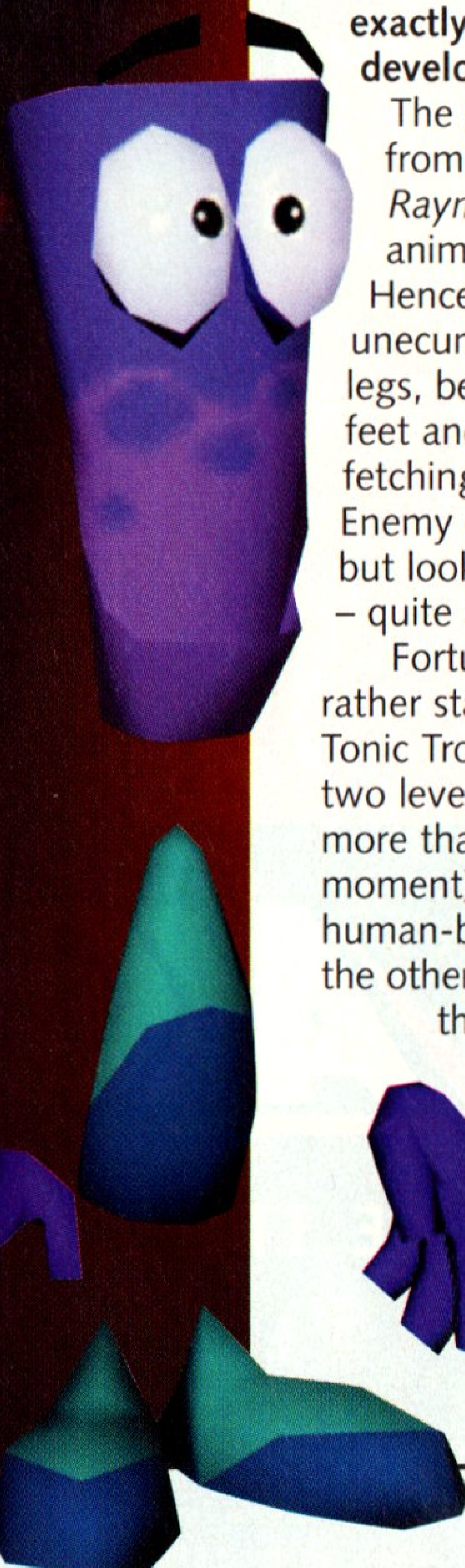
"Nintendo apologise for the late running of most of the N64's 3D platform games. This was caused by signalling problems in the Kyoto area. The revised schedule is as follows..."

Supertonic

Fans of N64's Ultra Release List will know that Ubi Soft's long-awaited platformer first came to the world's attention as 'Ed', the name of the game's lead character. At the recent ECTS show in London, N64 Magazine got a chance to see exactly where the French development team have got up to.

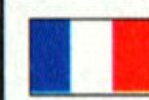
The game takes its visual inspiration from Ubi Soft's all-conquering *Rayman* and uses a similar animation style for its characters. Hence Ed – our hero – is unecumbered by the need for arms or legs, being quite content to keep his feet and hands in a mysterious and fetching fixed orbit around his body. Enemy characters are similarly designed but look a good deal more threatening – quite a feat.

Fortunately, while *Rayman* was a rather staid two-dimensional platformer, Tonic Trouble is a full 3D affair. Of the two levels on show (the game can't be more than 50% finished at the moment), one was a fantastically fast human-bobsleigh, snow-slide thing and the other a more conventional trip through a fully three-dimensional dungeon. Slightly worrying was the absence of any actual game elements – something that perhaps should go into the levels from the very start of the game's life.



Undoubtedly the best feature of *Tonic Trouble* so far is the lead character Ed. His facial expressions and apparent personality seem perfect and will definitely ensure gamers feel more involved with this hero than they ever did with Doraemon the Psychotically Staring Atomic Cat, for instance. Bets on for a French platform king early in '98, then? Okay, but Pot Noodle money only at this stage, eh? 

TONIC TROUBLE

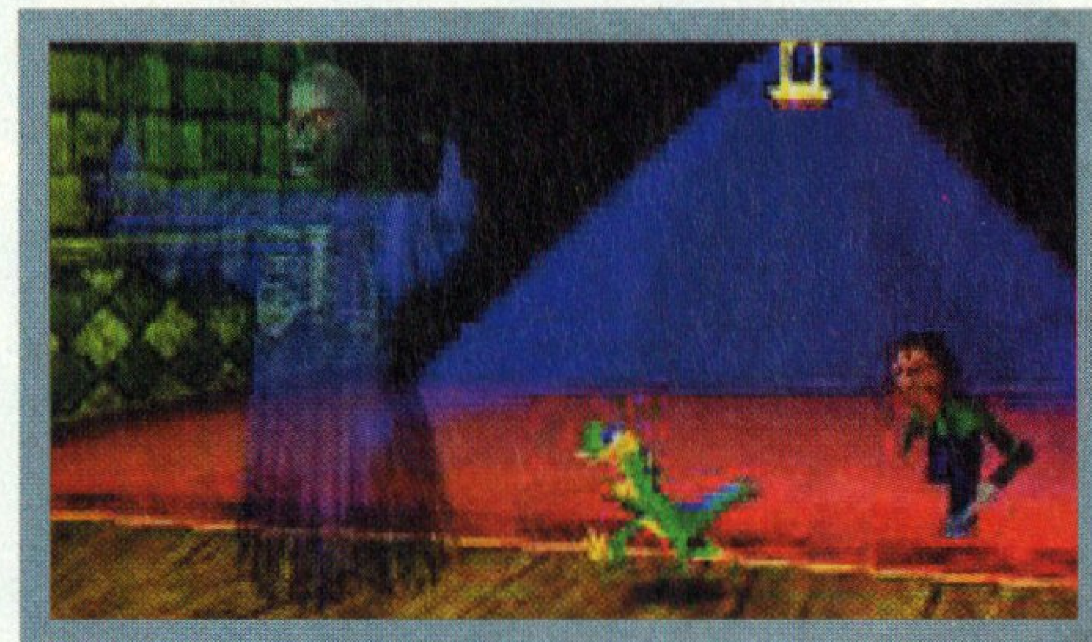
UBI SOFT	64M	 1	 DECEMBER	 TBA



△ *Yeah, yeah it looks fantastic. Remember, though, Mr Render has waved his high-res stick over this publicity screenshot.*

arriving on 3D...

Scale model



GEX: ENTER THE GEKO

CRYSTAL DYNAMICS/BMG	64M	 1	 DECEMBER	 TBA

No! Come back! Forget the first *Gex*, which you may have seen on PlayStation, Saturn or PC. (Sorry, we had no intention of dragging up any bad memories.) *Gex: Enter the Gecko* is genuinely leaps and bounds ahead of its predecessor.

A sceptical **N64** Magazine saw a 70% version of the game in a private room off the main ECTS show hall, and we were pleasantly surprised. Gone is the old left-to-right jumping, ducking sprite malarky and in comes multi-polygon character modelling in a fully three-dimensional environment. Remembering the roasting original *Gex* got for its excruciating Bill and Ted Americanisms, Crystal Dynamics are even promising to record a British voice soundtrack for its UK release.

So what's the story? *Gex* is trapped in a nightmare world of movies which he must, er, escape. Obviously. However, rather than the rather over-familiar jaunt through a ever-hardening sequence of levels, the game's designers promise that gamers will be able to play *Gex* in more-or-less whichever order they choose. A good thing. Definitely. During the game, *Gex* will also be able to pick up new abilities to supplement his whip-cracking tail attack.

Being a cross-format development (PC, PlayStation and N64), *Gex* isn't perhaps going to have the same graphical eye sweetness of some N64-only games. However from what we saw of it – it looked and played like a souped-up *Tomb Raider* – it may not be too far off. Out in the spring as well. Nice.



Eager 3D waiting

Banjo-Kazooie

Rare/Nintendo • 1 player • UK date TBA • Japanese release probably January

Nintendo's big Christmas hope has unfortunately turned into Nintendo's big early-next-year hope, which doesn't have quite the same ring to it. *Banjo-*



Kazooie is hoping to take the dual character, dual abilities concept to its 3D conclusion, and from what's been seen at E3 and from the screenshots released by Nintendo, Rare seem to be making a damn fine job of it. Latest news on a release date suggest that the game will be first out in Japan in January or February with a translation to follow quickly afterwards. However, James will get the full low-down when he travels to the World of Nintendo Show in November.

Conker's Quest

Rare/Nintendo • 1 player • UK date TBA • Japan: March

"Hi! I'm Conker!" The helium-fueled greeting from Rare's new super-cute character melts hearts or turns stomachs depending on who you're talking to. There can be no doubt that Rare are to Nintendo what Psygnosis are to Sony, it's just that sometimes you wish that their characters weren't quite so relentlessly nice.

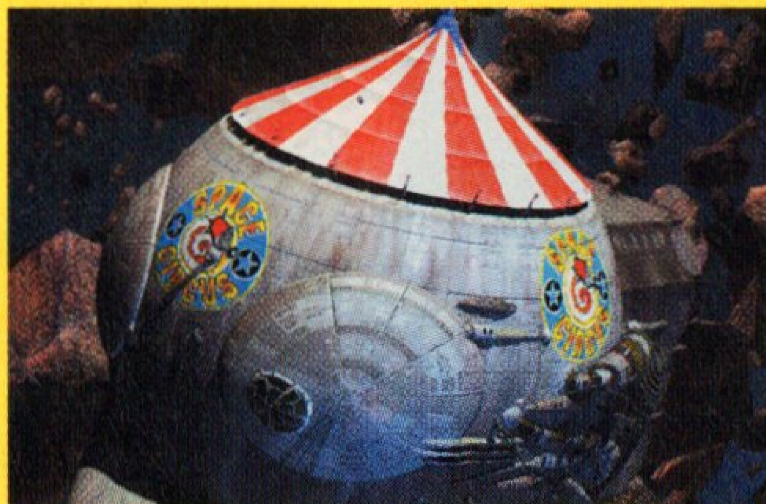
In actual fact, *Conker's Quest* is likely to the first game published by Rare themselves and it already looks like another slice of platform heaven. A release date a little after *B-K* looks likely, but the covers over *Conker* will probably be turned back a little further at – again – the World of Nintendo Show.



Space Circus

Ocean/Infogrammes • 1 player • Release date TBA

"It's French and it's weird" is basically the line from Ocean at the moment. Oh and "It won't



be out until well into next year" is another favourite. Tim played the game at E3 and can confirm both statements. Our French agents are scouting hard as you read. In the meantime we had a little preview in issue 5.

Space Jelly

Software Creations • No. of players TBA • Release date TBA

Mysterious game alert! Software Creations have an incredible six games in development, but as *Space Jelly* (provisional title) is the only one not yet to have found a publisher, it's the only one the tight-lipped SC people are prepared to talk about (in the hope someone'll notice it and sign it up, see?). The Earth has been hijacked by a gang of inter-stellar pirates (hey, it happens) and it's your hero's job to get it back. That's about the size of it, we think.

N64 Magazine were lucky enough to see a video of the game running. Craning our necks and struggling with the poor quality of either the VCR, the tape or both, we could just about make out some pretty impressive platform sequences. The game is highly colourful and seemed to be set aboard a highly futuristic space station.

Futher enquiries about Space Jelly have met with polite but stonewall resistance. These developers get very cagey about their unsigned games. However, we'll get you the full story as soon as we've found the right arm to twist.

Chameleon Twist

Ocean/Infogrammes • No. of players TBA • Release date TBA

If Ocean are being mysterious about *Space Circus*, they're surpassing themselves with *Chameleon Twist*. "It's a 3D Platform game." Okay. Has it got a chameleon in it? "No comment." Right. Thanks very much.

Further investigations with the game's creators Nihon Video Supply System reveal that *Chamelon Twist* does indeed star a Chamelon, a chameleon with a very long game-playing tongue. His 3D platform adventures take him through a whole variety of different scenarios from lush forrest to industrial wastelands. All looks good to us – more news after that World of Nintendo Show almost certainly.

Earthworm Jim 3D

Interplay • 1 player • Worldwide release: Early '98

Full details of this curious game can be found on page 10. With pictures too!



"Fighting! In a church! have you people no respect for the sanctity of the House of the Lord?"



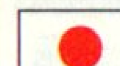


Fighting fans could certainly do with a Grade A beat-'em-up to play with.

Go on you can 'ave her.



G.A.S.P

KONAMI	?M	 1-2	 MARCH '98	 SUM '98

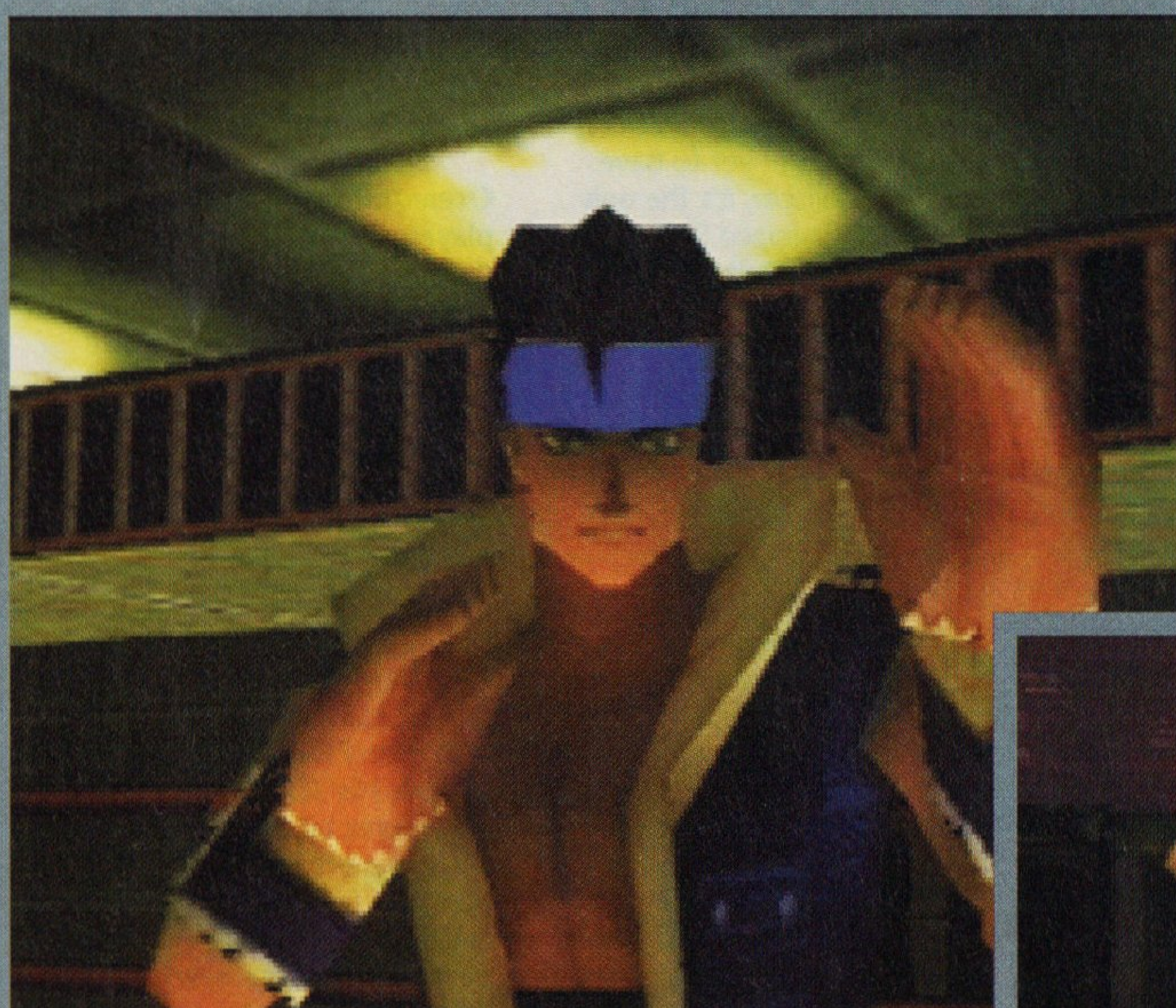
Generation game

Another *Tekken*-beater, then? Hopefully. Although in its very earliest incarnation at ECTS, *G.A.S.P* – standing for *Generation of Art, Speed and Power* – plainly had a very long way to go.

The game, formerly known as 'Battledancers', is a 3D fighter with a structure similarly modelled to *Tekken's*. 700 different moves make up *G.A.S.P's* repertoire and, as opposed to *Soul Blade's* multi-coloured sword swishs or *Mortal Kombat's* blood-soaked special moves, this is fighting the more traditional way, with hand-to-hand combat preferred rather than the currently popular swords and knives.

However, as the game is set in a fully interact-with-able arena, where any loose objects can be used, there's also the opportunity to give your adversary a quick blow to the head with a handily placed drainpipe or let his midrift pay a visit to a stack of recently dumped storage boxes. The potential for in-fight variety, then, is immense.

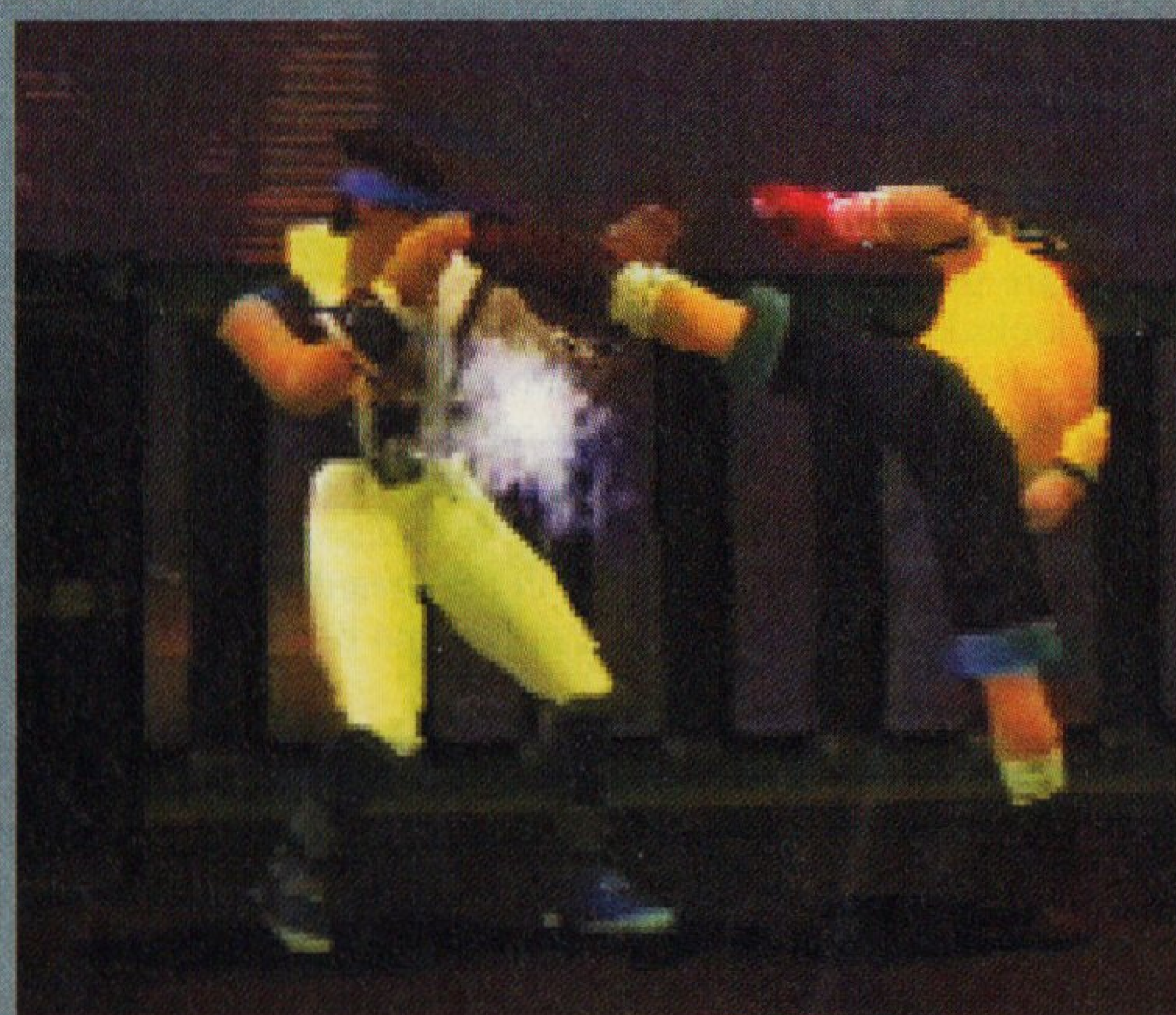
Add to that a feature whereby you can create your own fighter and save the feisty blighter onto Controller Pak and you've got a set-up that sounds akin to a beat-'em up fan's dream. Given Konami's track record, it would be a dribbling fool who wrote them off at this early stage. And certainly, by the sounds of things, we're not about to start.

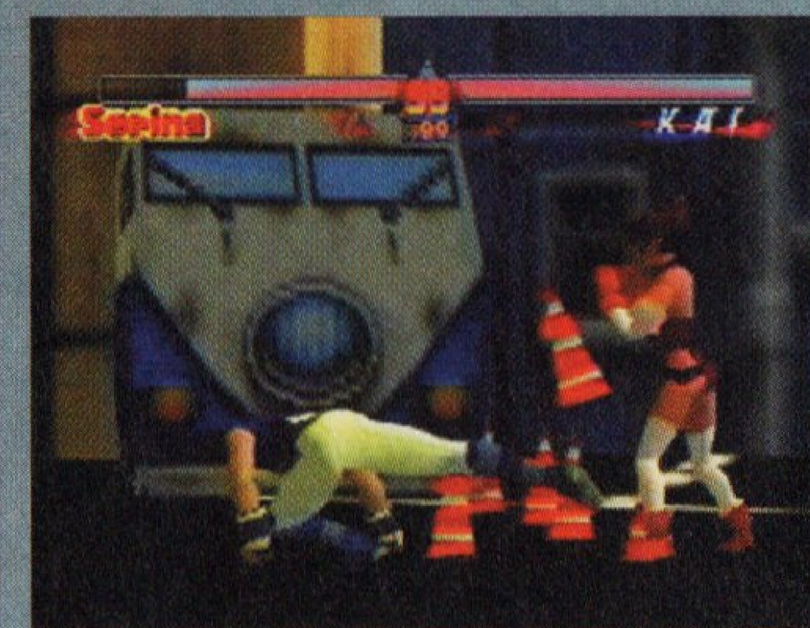


"Look at these hands. Lethal weapons these hands. I've been trained you know, Miss Jones."

The backgrounds look nice. Like how backgrounds used to be.







Is that the front of a Volkswagen camper van? Windows are too small, surely.

Nice little impact mark there. A bit blocky maybe.

The shooting zone

NBA IN THE ZONE '98

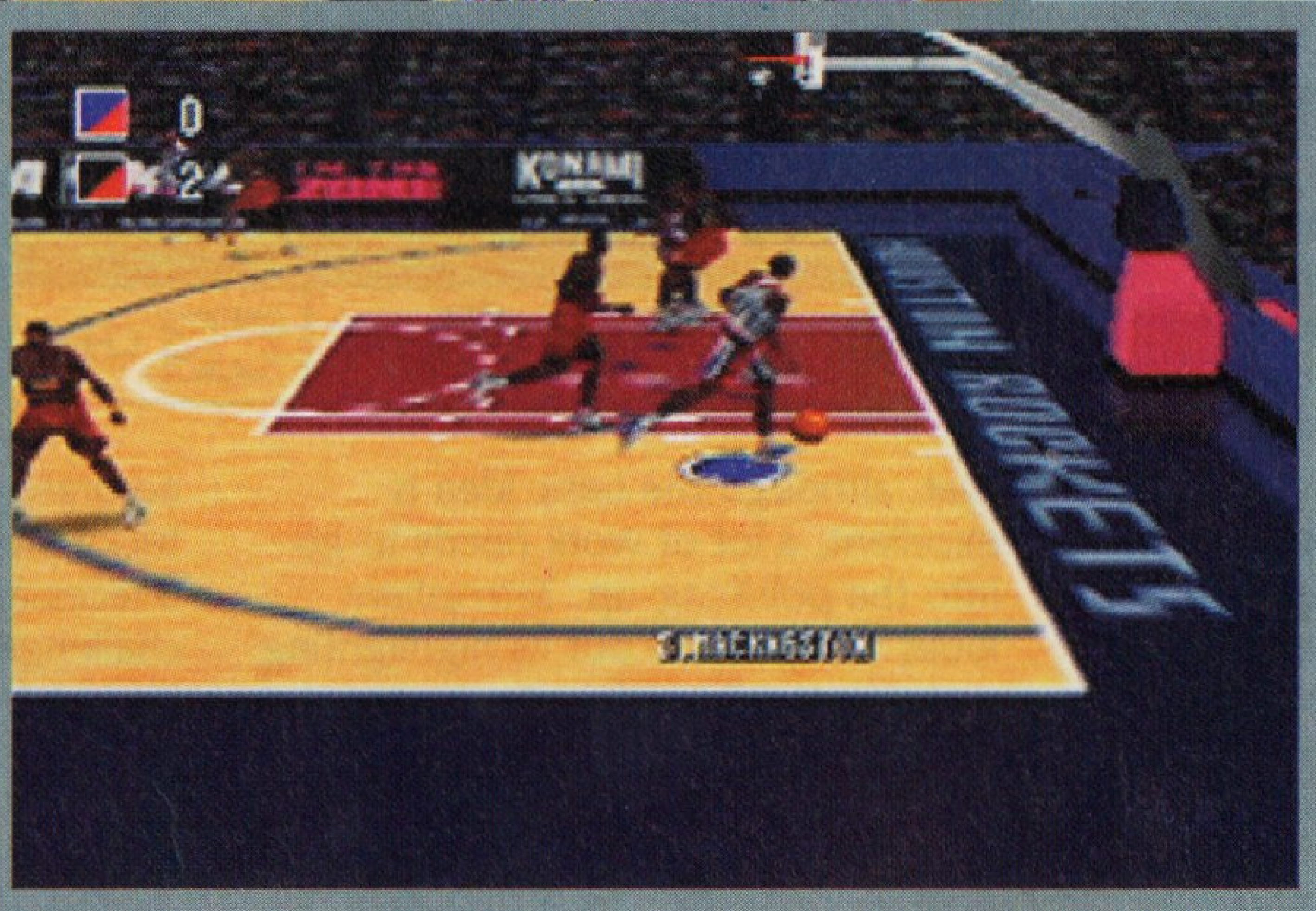
KONAMI	?M	 1-2	 DECEMBER	 WINT '98

The strangest thing about *NBA In the Zone '98* is that, despite it being scheduled for Christmas, hardly any shots have been released. Which suggests that, in fact, it won't make it for Christmas. (Certainly, it was only on video at ECTS and that looked sparse of the sort of on-court action that's generally required in these games.)

Still, Konami promise a much more realistic approach to the sport than Midway's *NBA Hangtime* with over 300 different moves – including signature moves for individual players – stamina ratings and full season statistics. The game will also be Rumble Pak compatible and be open to up to four players at a time. Unfortunately the Create Player facility on last year's PlayStation version doesn't look likely to be included, however.

It's sports a-plenty, then, for Konami... 





If Konami can do for basketball what they've already done for computer football, In the Zone will be a great game indeed.

However, the game still looks suspiciously early to us.



As *Metal Gear Solid* continues to whet the whistle of every PlayStation owner in the land prior to its Japanese release this Chrimbo, the designers of Konami's sister project on the N64, *Hybrid Heaven*, this month revealed the very first concrete details regarding their E3-storming RPG, albeit in the form of a storyline.

Whilst there still isn't anything playable (the game is currently running in demo form on a development machine), the game, it seems, it set to be an Earth-invasion story, concerning the oft-used experiment-gone-wrong premise.

After losing contact with a space station on which they were creating the ultimate soldier, the government sends up a shuttle to investigate the odd goings-on. Unfortunately, the shuttle gets taken over by the soldier, who has already gone haywire and killed everyone on the station. Jumping on the shuttle, the soldier heads back down to Earth, crashing in a deserted city.

Rather frustratingly, he refuses to die in the crash and sets about taking over the city. And, not only is he spawning an army like nobody's business, but he's proving far too ticklish for the authorities. So, seven crack commandos are sent in to put him down. But, another kick in the teeth comes when it's discovered six of them are rubbish. Which leaves you. Against the ultimate soldier. In the universe. Good luck, then.

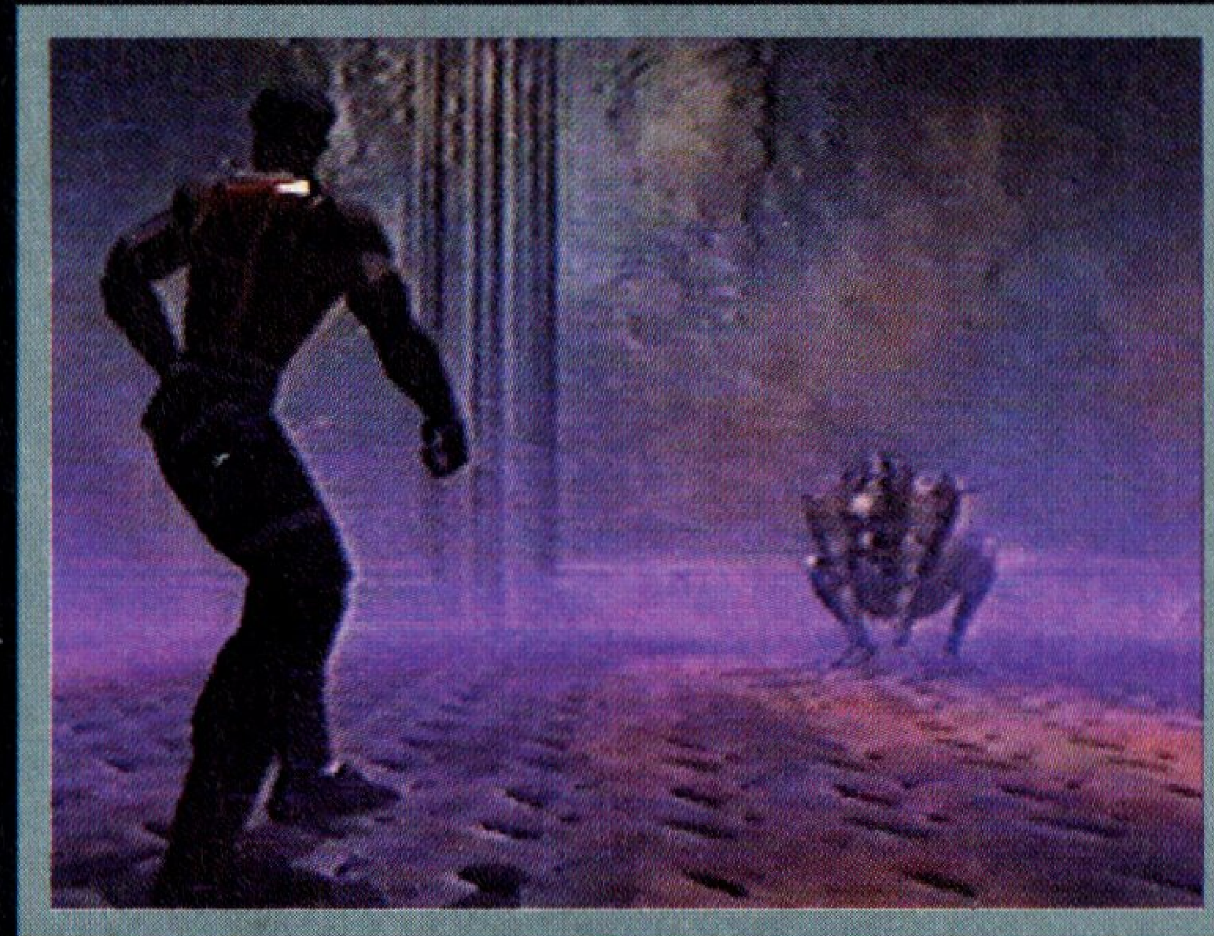
Hybrid Heaven will be entirely third-person and, in combat, you'll be able to take to enemies with a variety of weapons (mooted to rival *Turok's* in an RPG-ish way). The enemies later on will also become harder to trace as they garner the ability to mutate into humans. Which means you'll need to use the old noggin a bit.

Be sure, when more appears, we'll be the first to tell you. 

HYBRID HEAVEN

KONAMI	?M	 ?
 AUTUMN '98	 WINTER '98	

Feeling hy





PLANET 64 COMING SOON


You can tilt the angle of your world to see things more clearly.



Well, that's a pretty blunt way of putting it.

The game outlines all your water-tight lakes for you. It's helpful like that.



The water monitor on the right measures how much you've lost. When it's full, it's Game Over.



You get more points for having a number of independent pools.



Have too much landscape on your world and the 'Earthquake' monitor builds up dangerously.





Water's leaking off the front corner, look.



That'll be thr provisional options screen, then.

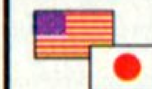
Water wonderland

Following last month's *Wetrix* news came N64 Magazine's first opportunity to play an early N64 version of *Wetrix*. And it's... interesting. The idea is to use falling blocks of land to build up a landscape in such a way that, when the rain falls, the water will be trapped in lakes. If too much water escapes off the edges of your world, the beaker on the right-hand side of the screen overflows and it's game over. Man.

Fortunately, things don't remain this simple for long. As well as the falling land bits and water, there are landscape dissolvers, bombs, meteors and the odd earthquake to deal with. The competitive mode (at the moment only the two-player split screen is present – eventually it will be four-way) allows players to launch water and earthquake attacks on their opposition, whenever it looks as if things are getting too comfortable for them.

The **N64** view of the game is that, although the basic idea is excellent, a lot of work needs to go into the polishing-up. *Tetrisphere* looks complicated but its highlighting system actually makes it easy to work out where your block pieces were going to land. Whether it's the isometric viewpoint or the lack of a rigid grid system, placing pieces accurately in *Wetrix* is currently a tricky proposition, adding a lot of unecessary difficulty to an already challenging concept. At the moment, it's just far too confusing and difficult to be a great.

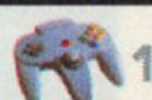
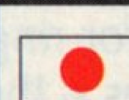
Still, if they get it right, Ocean could have a classic puzzler on their hands. 

WETRIX				
OCEAN	64M	 1-4	 CHRISTMAS	 CHRISTMAS

Some all-new screenshots and more news on *Zelda 64*. What would we do without it?

Miyamoto talks Zelda!

LEGEND OF ZELDA 64

NINTENDO	256M	 1	 DECEMBER	 TBA

Just a month and a half shy of Shoshinkai, *Zelda 64's* chief mastermind, Shigeru Miyamoto, has revealed even more about Nintendo's most anticipated title yet. Although treading carefully (suggesting next month's show will herald the *really* juicy stuff), Shigs spoke at length about Link himself and his ever-expanding inventory.

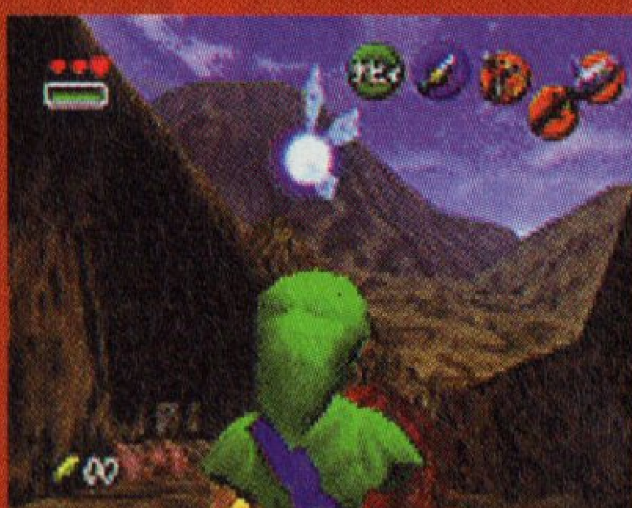
"There's a boomerang in the game," he told Japanese N64 magazine 64 Dream. "This is really cool. Currently, only the kid can use the boomerang. But I'm wondering if the adult will be able to use one, too. And there are two ways to throw it. One is to beat an enemy and the other is to use the boomerang to pick things up. The bow and arrow will also have two uses."

Two things, then. Firstly, what's all this kid and adult business? Well, no one's entirely sure. As we said last month, the game is set prior to the SNES *Zelda* adventures, even though Link himself looks older than before. Miyamoto himself wouldn't expand, but rumours abound that the Pointy-Eared One literally 'grows up' during the course of the game. Quite how this fits into the storyline is unclear. It sounds almost too good to be true.

Secondly, will the screen change into first-person when you throw the boomerang, in the same way that it does when you're about to fire an arrow? Hmm. We're not sure. Miyamoto admits, "You can change the viewpoint yourself. And the viewpoint is also changed automatically when you use certain items," but didn't reveal whether this would apply to the boomerang.

However, with all this talk of *Zelda* proving to be fantastically appetite-wetting, there had to be a downside. And Nintendo publicist Yoshio Hongo explains what it is: "I can't say for sure whether Zelda will be released this year or not. We always try to meet our release dates but sometimes the development doesn't go as expected. And we don't want to release something we're not ready to release."

So, the *Zelda* cartridge might not make it out this year. Expect more concrete details at Nintendo World '97. Until then, have a good oggle at all these spanking new screenshots. 



Pop-up anyone? We don't think so.



All this business about Link growing up is starting to become clear...



...But whether it's done during the game or as a flashback, we don't know.



Link fighting a big green thing of some sort.







Link's equestrian activities seem to becoming more spectacular by the hour. Oh yes.



GO! GO!

FIGHTING CUP

OCEAN/IMAGINEER	64M	 1-2	NOVEMBER	 XMAS?

Cup run

First previewed in N64 way back in issue 4, Imagineer's beat-'em-up was then titled 'Struggle Hard'. A couple of months later and with Ocean down as European distributer, the game is now 'Fighting Cup.'

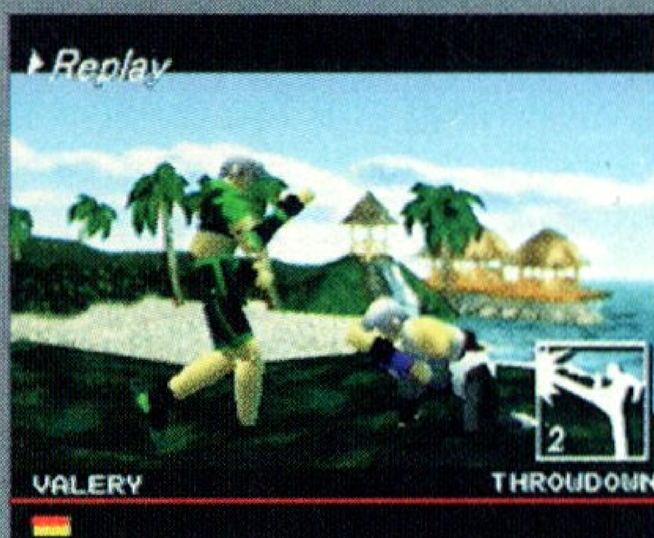
As we explained in issue 4, the game is trying something a bit new with the old beat-'em-up format. Instead of matches taking place as a best of three rounds with the fighting a simple race to deplete your enemy's energy bar to zero, the game introduces a nifty points system. Invisible judges award points for ring outs, knock outs and particularly flashy moves – the first person to win the requisite number of points wins the bout. Easy but new.

When we first previewed the game, it was by no means certain that it would ever make it to these shores. Ocean picking up the licence (as they did with Imagineer's *Multi Racing Championship*) will ensure that UK gamers will get to try the game, which is excellent news. While *Fighting Cup* may not have the visual splendour of *Tekken* or the *Virtua Fighter* series, it's almost certainly going to surpass *Dark Rift* and *War Gods* for the title of best N64 beat-'em-up. We're looking forward to it! 





Fall out of the small fighting ring and it's a long way down.



Valery is German, by the looks of things. Unsurprsingly, she's won.

It's chess, mate

VIRTUAL CHESS 64

TITUS	64M	 1-4	TBA	 TBA



Yes we know, it's questionable. However *Virtual Chess 64* will boast (according to Titus) a game engine so powerful and versatile, it'll be able to take on all levels of player from the novice to the semi-professional. A good thing we're sure you'll agree. If you're interested in chess.

The game will also include options for a 2D or 3D board, a number of different play modes and a chance for four players to participate in a game at once. Most puzzling of all, there'll also be a cartoon battle mode. God alone knows what that's all about.

We've already lined up Wil to do the review when the game arrives – who knows, it may even displace mah jong as his favourite 'quiet time' game. 



Four games of chess at once! James can't even manage one.

An ear to the ground

After perplexing us last month, Nintendo's newest game – the screenshots, you may recall, were of a slightly odd yellow dog-thing – appears to be called *Pikachu Genki Dechu*. Some sources believed it to



be the much-mooted *Pocket Monsters 64* but, in fact, it would seem that *Pikachu* is a stand-alone title in itself. (Although Pikachu himself – the yellow dog-thing – *is* a genuine Pocket Monster). Hmm. All very strange.

Imagineer finally unveiled their take on the *Sim City* franchise, *Sim City 2000*. But general opinion has it that it really didn't look all that different from their, admittedly brilliant, SNES outing. Thus, it's been taken back in for "tweaking". This game, though, shouldn't be confused with Nintendo's own version, *Sim City 64*, which is to debut on the 64DD some time next year. Developers HAL Laboratories have almost finished the game, according to their President Satoru Iwata, but there's still some stuff to do.

Sticking with Imagineer, however, their *Fighting Cup* - formerly known as 'Struggle Hard' – has come up for some criticism. Its point-scoring system (as opposed to the normal best-of-three match) is unique but Ocean, who have signed the game up over here, have asked for the visuals and movement of the fighters to be looked at again in an effort to get the best out of a hugely promising title.

Namco's baseball title, *Famista 64*, seems to be taking a different route to its predecessors. Not only is it by-passing cute characters for real, motion-captured humans but it'll have eight play modes, one of which allows you to take on an alien race called the Metaliens who, it would seem, are a bit handy at baseball. If you lose the match, your player will be abducted. Nice.

And, finally, Konami's *NBA In The Zone '98* (previewed elsewhere), will *not* be called 'Power Dunkers' in Japan, as it was for last year's PlayStation release. Instead it will go by its American name. Good job too. 



ULTRA RELEASE LIST

The latest information on every Nintendo 64 game currently in development world-wide, updated monthly.

Date	Game name	Publisher	Type	Country
November				
4	MK Mythologies: Sub Zero	Midway	FGT	US
7	GoldenEye 007	Nintendo	ACT	UK
11	Madden 64	EA	SPT	US
11	San Francisco Rush	Midway	RAC	US
14	Bomberman 64	Nintendo	ACT	UK
21	Top Gear Rally	Nintendo	RAC	UK
24	Diddy Kong Racing	Rare	RAC	US
28	Famista 64	Namco	SPT	JPN
28	Lamborghini 64	Nintendo	RAC	UK
	Chameleon Twist	JSS	ACT	JPN
	Duke Nukem 64	GT	SHT	US/UK
	Final Doom 2	GT	SHT	US
	Joust X	Midway	SHT	US
	WCW vs NWO: World Tour	THQ	SPT	US
	Yoshi's Story 64	Nintendo	ACT	JPN
	64 Ozumo	Bottom Up	SPT	JPN
December				
6	Diddy Kong Racing	Rare	RAC	UK
12	Mischief Makers	Nintendo	ACT	UK
19	Augusta Masters 98	T&E Soft	SPT	JPN
20	NBA In the Zone '98	Konami	SPT	US
25	Top Gear Rally	Kemco	RAC	JPN
	Biofreaks	Midway	US	
	Holy Magic Century Eltale	Imagineer	RPG	JPN
	Hyper Olympics	Konami	SPT	JPN
	Nagano Winter Olympics	Konami	SPT	JPN
	Sonic Wings Assault	Video Sys.	SHT	JPN
	Super Robot Spirits	Banpresto	–	JPN
1997				
aut.	Flying Dragon Fist Twin	Culture B.	–	FGT
aut.	Pachinko World 64	Shoei	ETC	JPN
aut.	Professional Mah Jong	Athena	TAB	JPN
aut.	Morita Shogi 64	Seta	TAB	JAP
aut.	Rev Limit Seta	RAC	JAP	
aut.	RoboTech: Crystal Dreams	Gametek	SHT	US
aut.	Sim City 2000	Imagineer	SLG	JPN
aut.	VR Pro Wrestling	Asmik	FGT	JPN
wint.	Fighting Cup	Imagineer	FGT	JAP/UK
	Aero Fighters Assault	Video Sys.	SHT	US
	Aero Gauge	ASCII	RAC	JPN
	Attack!	Midway	–	US
	Dead Ahead	Optical	–	JPN
	Dual Heroes	Hudson	FGT	JPN
	F Thomas 'Big Hurt' Baseball	Acclaim	SPT	US
	FIFA: World to World Cup	EA	SPT	US/UK
	Final Round 64	Konami	SPT	JPN
	Flight Simulator*	Video Sys.	SHT	JPN
	Golf	Nintendo	SPT	JPN
	Human Wrestling	Human	SPT	JPN
	Ikazuchi no Goto Ku	Seta	TAB	JPN
	Kirby's Air Ride	Nintendo	RAC	JPN/US/UK
	Legend of Zelda 64	Nintendo	RPG	JPN
	LLegion X	Hudson	–	JPN
	Loderunner 64	Bandai	ACT	JPN
	Mischief Makers	Nintendo	ACT	UK
	Mission: Impossible	Ocean	ACT	US/UK/JPN
	Namco Baseball	Namco	SPT	JPN
	Reason	Imagineer	–	JPN
	Rebel Moon Rising	Midway	–	US/UK
	Saikyo Habu Shogi	Seta	TAB	JPN
	Super Real Island	Seta	–	JPN
	Tamagotchi 64	Bandai	RPG	JPN
	Tokon Road	Hudson	SPT	JPN
	Ultimate Racer	Acclaim	RAC	US
	Ultra Combat	GT	–	US
	Wet Corpse	Vic Tokai	–	JPN
	Wetrix	Ocean	PUZ	US/UK
	Wild Choppers	Seta	SHT	JPN
	World Championship Wrestling	THQ	SPT	US
	XSW-1	Video Sys	–	JPN
January 1998				
	Nagano Winter Olympics	Konami	SPT	US
February 1998				
	Mystical Ninja 64	Konami	RPG	US
	G.A.S.P.!~Fighters' NEXTream	Konami	FGT	JPN/US/UK
	Yoshi's Story 64	Nintendo	ACT	US
March 1998				
30	Ken Griffey Jr	Nintendo	SPT	US
16	Banjo-Kazooie	Nintendo	ACT	US/UK/JPN
	Conker's Quest	Rare	ACT	US/UK/JPN
1998				
early	Centipede X	Midway	SHT	US
early	San Francisco Rush	Midway	RAC	UK
spr.	Jungle Emperor Leo	Nintendo	–	JPN
spr.	Ken Griffey Jr Baseball	Nintendo	SPT	US
wint.	NHL Breakaway '98	Acclaim	SPT	US
wint.	Unreal	GT	ACT	US
	Body Harvest	Nintendo	SHT	US
	Earthworm Jim 3D	Interplay	ACT	US/UK
	F-Zero 64	Nintendo	RAC	JPN/US/UK
	Flights of the UN	Video Sys.	SHT	JPN
	Forsaken	Acclaim	ACT	US
	Hybrid Heaven	Konami	ACT	US/UK/JPN
	Jurassic Park 2	Dreamworks	–	US
	Legend of Zelda 64	Nintendo	RPG	US/UK
	Legend of Zelda 64DD	Nintendo	RPG	JPN/US/UK
	Mario Paint 64	Nintendo	ETC	JAP
	Mother 3	Nintendo	RPG	JPN
	NBA Jam 98	Acclaim	SPT	US
	Pocket Monster 64	Nintendo	ETC	JAP
	Quake 64	GT	SHT	US/UK
	Quest 64	THQ	RPG	US
	Quest for Camelot	Titus	–	US
	Sim City 64	Nintendo	SLG	JAP
	Sim Copter	Maxis	SIM	US
	Superman 64	Titus	ACT	US
	Ultra Donkey Kong	Nintendo	ACT	JAP
No release date yet				
	7th Legion	DMA/Epic	–	US
	Actua Golf	Interplay	SPT	US
	Blade & Barrel	Kemco	SHT	JPN
	Buggy Boogie	Nintendo	RAC	JPN
	Cavalry Battle 3000	JSS	RAC	JPN
	Creator	Nintendo	TAB	JPN/US/UK
	Cu-On-Pa	T&E Soft	PUZ	JPN
	Daikatana	Ion Storm	SHT	US
	Dracula 3D (Castlevania 64)	Konami	ACT	JPN/US/UK
	Freak Boy	Virgin	ACT	US
	GEX: Enter the Gecko	Midway	ACT	US/UK
	Jack and the Beanstalk	Nintendo	–	JPN/US/UK
	Jeopardy	Gametek	PUZ	US
	Jikkyo Golf Tournament 98	Konami	SPT	JPN
	Kindaichi's Accident File	Hudson	–	JPN
	Knife Edge	Kemco	SHT	US
	New Japan Pro Wrestling	Hudson	SPT	JPN
	Paperboy 64	Mindscape	–	US/UK
	Pro Baseball King 2	Imagineer	SPT	JPN
	Robotron X	Williams	SHT	US
	Silicon Valley	BMG	ACT	US/UK
	Snobo Kids	Atlus	SPT	JPN
	Snow Speeder	Imagineer	SPT	JPN
	Space Circus	Ocean	ACT	US/UK
	Super Mario 64 2	Nintendo	ACT	JPN/US/UK
	Super Mario RPG 2	Nintendo	RPG	JPN/US/UK
	Tonic Trouble	Ubi Soft	–	US
	Turok 2	Acclaim	SHT	US/UK
	Turrican 64	Factor 5	SHT	US
	Twisted Edge Snowboarding	Kemco	SPT	US
	Ultra Descent	Interplay	SHT	US/UK
	VR Baseball	Interplay	SPT	US
	Wetrix	Ocean	PUZ	US/UK
	Wheel of Fortune	Gametek	PUZ	US

* working title

KEY

				SHT	SHOOT-'EM-UP
ACT	ACTION	RPG	ROLE-PLAYING GAME	SIM	SIMULATION
FGT	FIGHTING GAME	SPT	SPORT	RAC	RACING
SLG	STRATEGY	TAB	BOARD GAME	ETC	MISCELLANEOUS

TOP 5 IN THE UK
Source: ChartTrack

1. DOOM 64
2. BLAST CORPS
3. MARIO KART 64
4. SUPER MARIO 64
5. ISS64

TOP 5 IN JAPAN
Source: Dengeki 64 + Famitsu

1. GANBARE GOEMON
2. GOLDENEYE 007
3. BAKU BOMBERMAN
4. ISS64
5. SUPER MARIO 64

TOP 5 IN THE USA
Source: Electronics Boutique US

1. GOLDENEYE 007
2. MULTI RACING CHAMPIONSHIP
3. STARFOX 64
4. TOP GEAR RALLY
5. MACE

TOP 5 IMPORTS
Source: Project K

1. TOP GEAR RALLY
2. BAKU BOMBERMAN
3. GOLDENEYE 007
4. MACE
5. STARFOX 64

N64 MAGAZINE

Eager Waiting

Which new Nintendo 64 games are we most looking forward to?

1 → **The Legend of Zelda 64** — Nintendo, Release TBA

2 → **F-Zero 64** — Nintendo, Release TBA

3 → **Diddy Kong Racing** — Nintendo, November

4 ↑ **Castlevania 64** — Konami, TBA

5 ↑ **Banjo-Kazooie** — Nintendo, Winter

6 ↓ **Super Mario RPG 2** — Nintendo, Release TBA
Super Mario RPG (SNES) shown

7 ↓ **Yoshi's Story 64** — Nintendo, Feb 1998

8 ↑ **Mother 3** — Nintendo, March 1998

9 ↑ **Holy Magic Century** — Imagineer, Autumn

10 NEW! **San Francisco rush** — Midway, January

Bubbling Under: *Hybrid Heaven* (Konami)

ゲーム日本



GAME JAPAN

Monthly report from inside the home of Nintendo 64.
By Game Japan/Recca-sha Corp. (www.rcp.co.jp/recca/)

Nintendo's soar thanks Game Boy

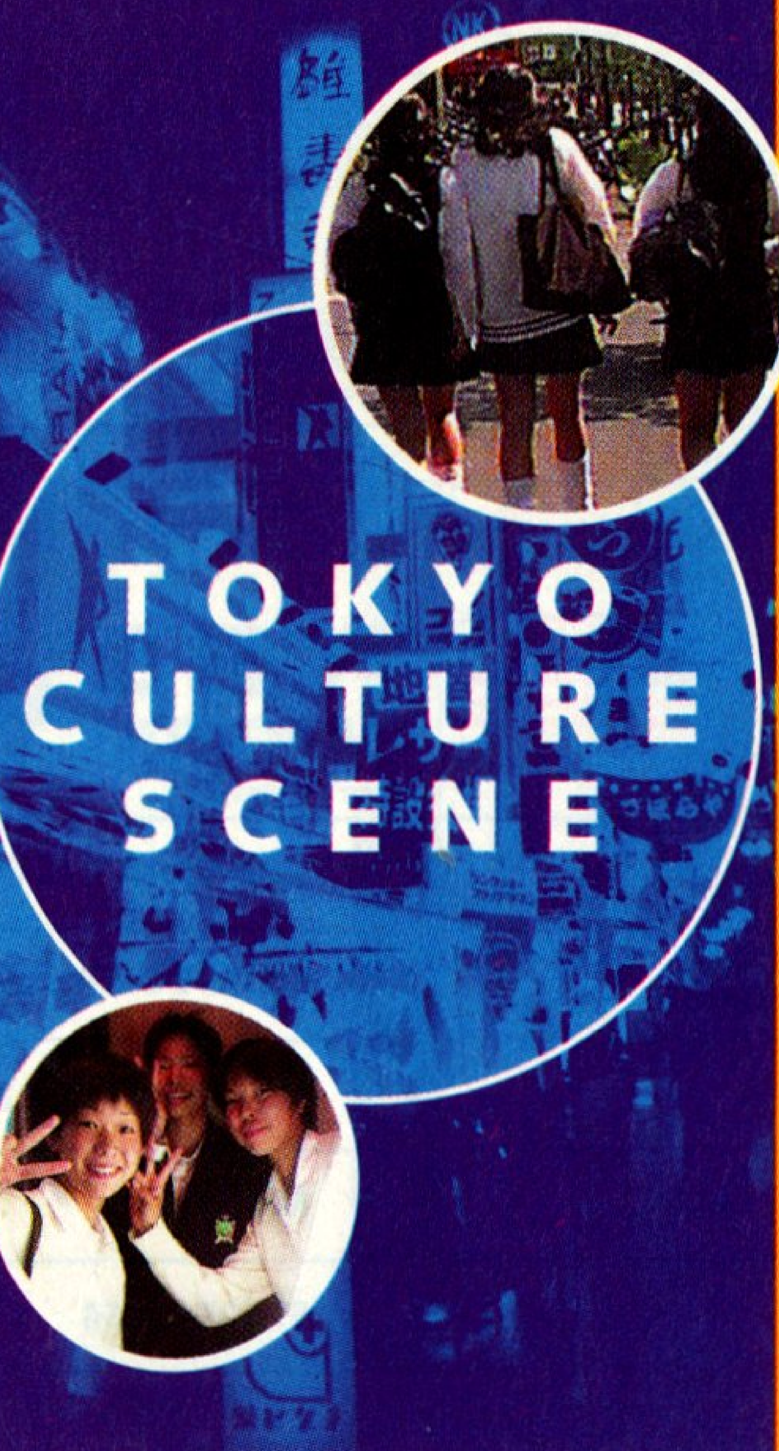
Nintendo have announced interim profits of 48 billion yen (£250 million), nearly three-and-a-half times what they made last year. And the main reason is the Game Boy.

GB production has been increased to 100,000 units a month since August, with its continuing success being, of course, thanks to the immense popularity in Japan of *Pocket Monsters*. Over six million copies of the game had been sold by the end of August, which is more than *Super Mario*, the previous record-holder, ever sold. A trick that's helped to boost *Pocket Monster* sales is that there are three versions of the game in diffent coloured packaging: red, green and blue. The structuregame in each is basically the same, but the monster inside is a little bit different.



Incidentally, *Super Mario Brothers*, which went in sale in September 1985 for the Super Famicom, has sold a total of 6,180,000 copies to date. *Pocket Monsters*, which appeared in February 1996, has taken just a year-and-a-half to achieve 6,220,000 sales.

Nintendo 64 sales, meanwhile, are still static in Japan. This is in striking contrast to America, where about five-and-a-half million N64s have now been sold, and to UK and France, where the N64 is



Sub-teens sweep music scene

Japanese pop stars are getting younger and younger. And the dance group Speed, a quartette of girls who are currently the most popular in Japan, set a new standard. They made their debut in spring 1996 with an average age of 13, and have since become an enormous success. They released their first album this July, and their first concert, on July 30th and 31st, drew tens of thousands of fans, despite the rain.

So, inevitably, others are jumping on the bandwagon. A new, even younger group called Folder has just debuted with an average age of 11. They consist of five girls and two boys, and their lead singer is 10 years old and a regular on popular children's TV programme Ponkikies. And others will follow for as long as being the youngest is seen as a selling point.

Adult Japanese society seems to have no problem with this show business exploitation of child talent. However there are inevitably problems involving the innocence of ten-year-old pop stars and their fans in the cut and thrust

profits to the

Nintendo's profits soar but not for the reasons you might expect...

very successful. So Nintendo will be centring their efforts in Japan on the Game Boy for the time being, and are waiting for the arrival of *Zelda 64* at the end of the year to revitalise the N64 market. And in March next year, when what they're calling their '64DD and original network' plan comes into play, they'll begin their big offensive. 



The sheer variety of Pocket Monsters merchandising is astounding.

Eleven Beat tackles football from a new angle

Just about to be released here in Japan is another game based on the Japan Professional Football League (J League), *J League Eleven Beat* 1997. And it's most significant feature is the way it uses camera angles.

As usual, the view is always focussed on the player who's got the ball, but it rotates so the attacking side is always running upwards.

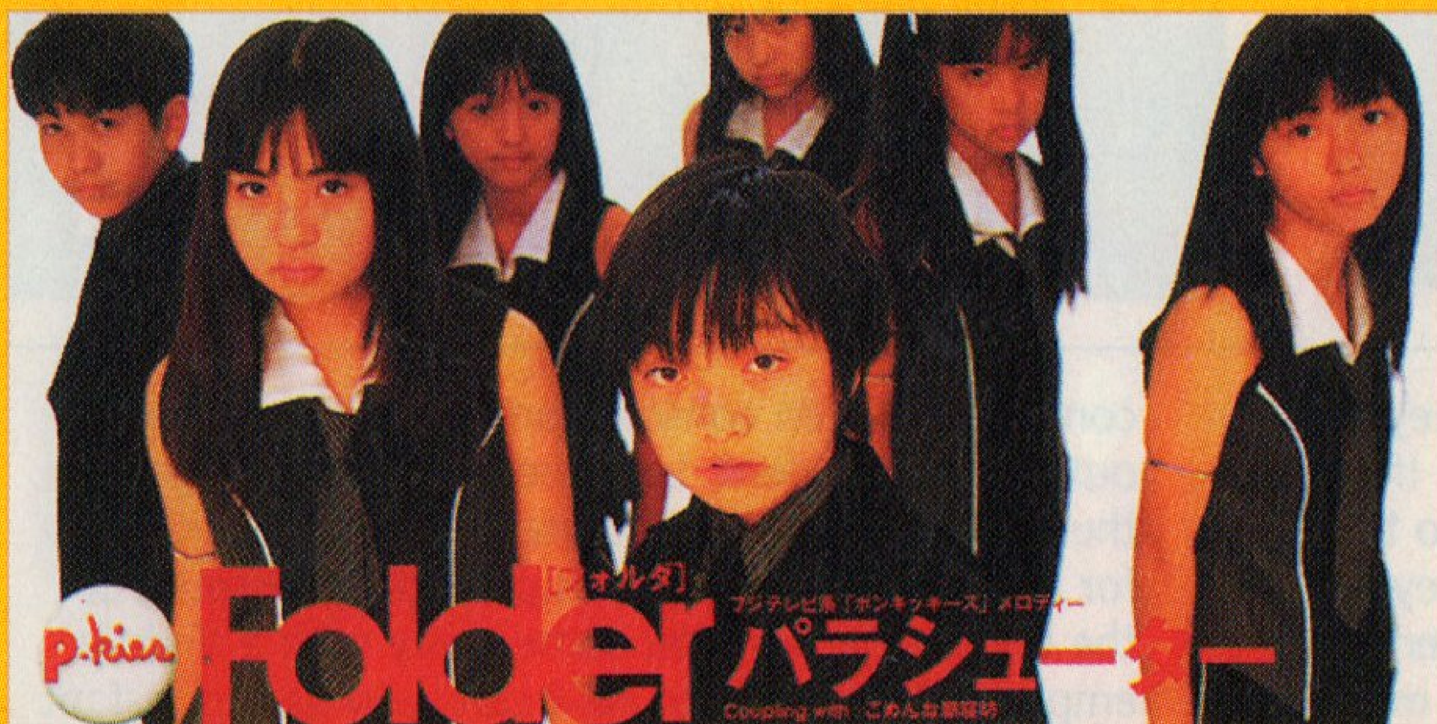


The games takes a comic-like approach to football, too, and the controls are simpler than in other games, using just the joystick and the A and B buttons. It's still possible to exercise delicate ball control by carefully timing your button-pressing, though.

As the game's name suggests, the 1997 teams and players are included. But you can also construct your own teams using what's called the 'Executing Mode of the Original Club', with which you can decide not only the team's name, strip and emblem, but also the colour of the players' skin and hair. 

through the dance

Don't be shocked to hear Japanese schoolkids ask one another if they're "In to Speed?"





of an adult world. How things will turn out, we'll just have to wait and see.

Hanson are currently monopolizing the No.1 slot in the American Billboard chart and so it seems the tendancy for younger pop stars is also happening accross the Pacific. Certainly the popularity of Speed blows away the Spice Girls phenomenon. 

NINTENDO MINI MINI NEWS

Our Japanese reporters are continuously alert for titbits and oddities that might interest bemused Westerners.

There's a secret monster in Pocket Monster

The legendary monster Mew, who appears in the Game Boy's *Pocket Monster*, has thrown gamers into confusion. Mew can't be accessed by ordinary play, but there's a secret technique, exploiting a bug in the game, that'll make him appear. However, this can sometimes cause save-game data to be lost. Nintendo's phone lines have been swamped by surprised, perplexed and angry fans who've lost their game data. But Nintendo are saying they can't help, explaining that they can only assist with problems that arise during regular play. By the way, Mew is normally only made available to players through special tournaments sponsored by Nintendo.

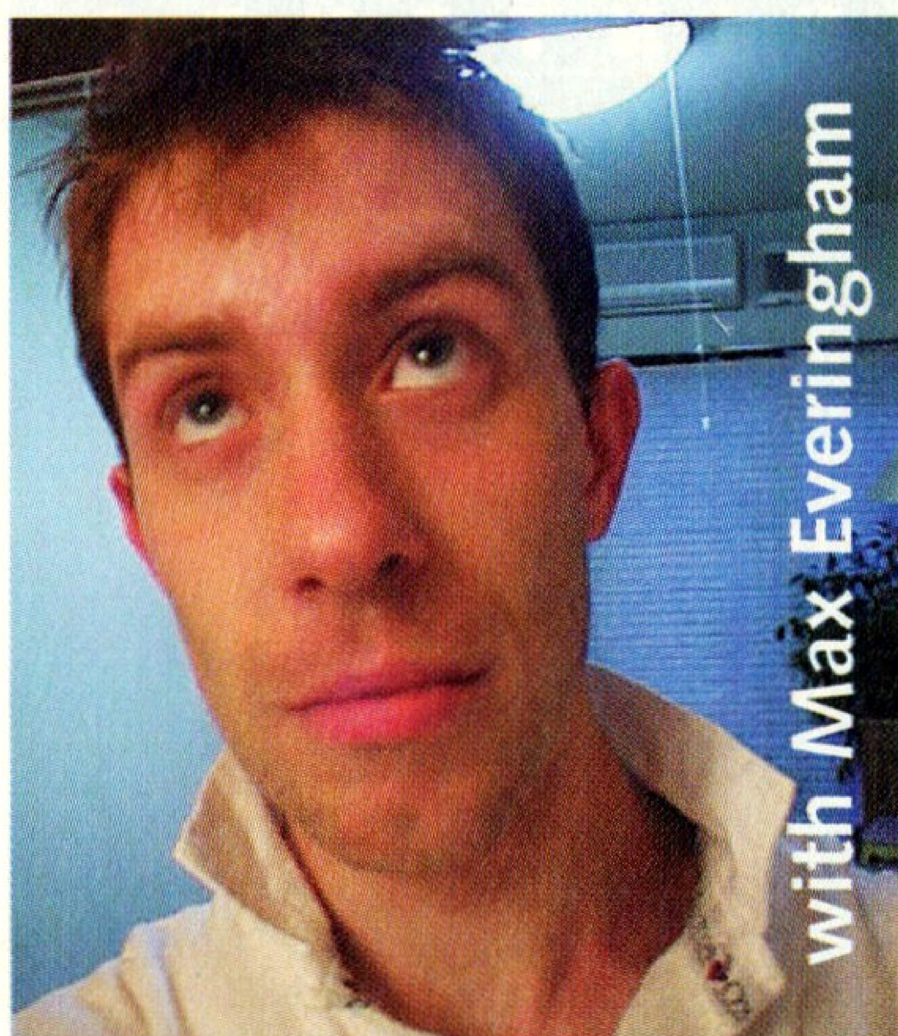
A successor to Pocket Monster?

The game that aims to be the next **Pocket Monsters** is on the brink of release. In *Medarot*, players piece together a head, arms and other body parts to create a robot, which can then be used to play matches. And, of course, it's possible to exchange parts with a play against friends. The game's been tied in with Comic Bonbon, a boy's comic magazine published by Kodansha, which has started a new story based on *Medarot*.

What's going on with the N64's version of *Tactics Ogre*?

A few months ago, Quest revealed that they were working on an N64 sequel to the SNES game *Tactics Ogre*, an RPG that won popularity in 1995 thanks to its sophisitcation and complex scenario. PlayStation and Saturn versions have also been highly popular.

But the game producer who was working on the game's scenario has since moved from Quest to Square to work on *Final Fantasy Tactics* for the PlayStation. So who's going to design the N64 version? It's to be hoped they'll find someone, as *Tactics Ogre* was only a little way short of perfection. 



An Englishman in Tokyo

Our Japanese correspondent's travels have this month seen him queueing at both the Tokyo Game Show and Tokyo Disneyland.

Hmm. The 'Tokyo Game Show '97 Autumn' (sic), then. What was it exactly? It probably wasn't fair to start the day with a quick fix of that sublime *007* game before setting out for Makuhari Messe exhibition centre. Everything else would pale in comparison. It certainly didn't help that I stood melting for two hours in the vast crowd of queuing bodies to get in. I considered mentioning to the stewards that my visa was only valid for a year, but maybe they wouldn't have appreciated it. As it was, both my press pass and my son Jack's presence would have gained me priority access, so naturally I managed not to declare either. Nice going.

Whatever it was, the show was a bit of a disappointment. So let's hope that the much-vaunted Shoshinkai event in November redresses the balance. As you know, Shoshinkai is Nintendo's own show, and James and I should be getting all dressed up and ready to go there by the time you read this. The Nintendo secret service, um, I mean Public Relations department, have told me that *Yoshi's Island* will definitely be on display, but then the release date is slated for November anyway.

LEARN JAPANESE PART 5

If you're queueing up to try out games at shows, or, indeed, to try the latest ride at Disneyland, there's some essential vocabulary you'll need to be equipped with.

どのぐらい
Donogurai? = How long?

すごい
Sugoi! = Great! Cool!

一番
Ichi ban = Number 1

おもしろいくない
Omoshiroi kunai = Not interesting (remember seeing the positive form in a previous column?)

They're all great!

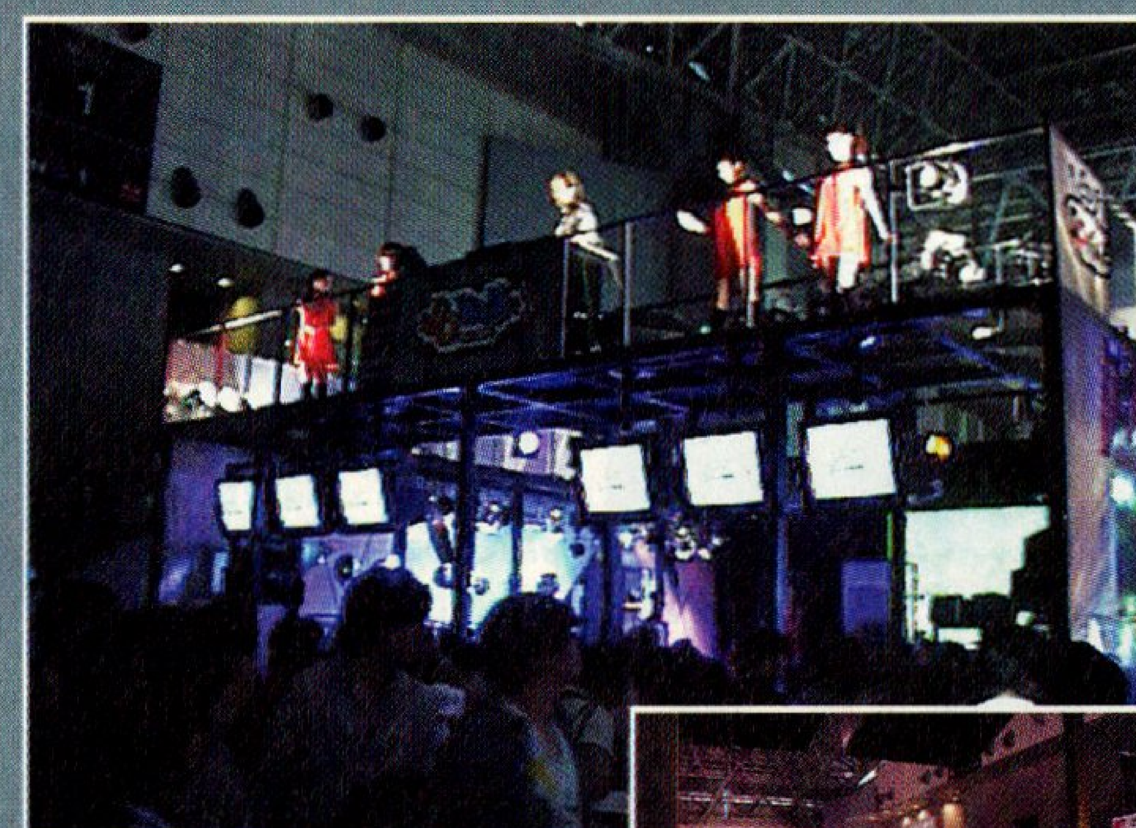
I've made a resolution which just couldn't wait for the New Year. After having played the delightful, the delicious, the delectable *GoldenEye* over the last week, I've decided to stop saying to myself, "This is the best game I've ever played" whenever I play a new N64 cart. In theory I could go on saying it each time. It first happened with *SM64*, then *Blast Corps*, then *J-League Perfect Striker* (*ISS64*) and now the Bond title. So I think I'll just say it now and leave it be: Nintendo 64 games are the best in the world. There.



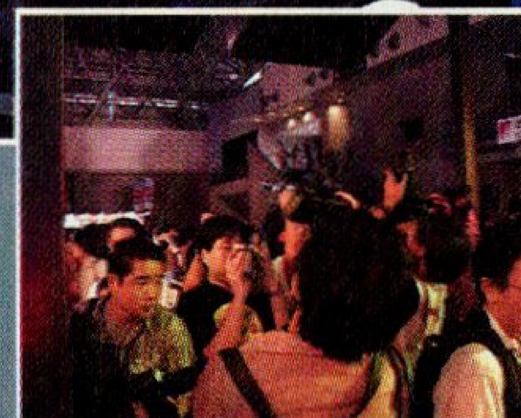


Ah, my latest 'best game ever'. GoldenEye's doing well out here too.

The appliance of science



One nice raised platform gives the opportunity...



... For some iffy Jeremy Beadle antics.

Game shows attract masses of people, of course, and when masses of people turn out, you're going to get the kind of awe-inspiring diversity of life which makes up our wonderful world. And then you get the desperate middle-aged men. So, while the lads were smiling coyly at the scantily-clad PR beauties fronting each stand, and lingering just a little too long in passing, the losers had cottoned on to the fact that, at Spike's *VR Rally* stand, if you positioned yourself under the gangway and looked up, you got, evidently, a home-video opportunity. Sigh.

Summer holiday

Japanese workers all go on vacation at exactly the same time. In some companies it's the only time off you get, and you don't ever have the luxury of choosing when to go. You get about four weeks a year, and naturally, thanks to the spirit of free enterprise and the principle of market forces, travel agents, hotels and so on all hike the prices up to coincide with the nation trying to escape the daily grind. Count yourselves lucky next time you're thinking 6 weeks a year isn't enough. At least there's choice involved.

Where I live, Tokyo Disneyland is but a stone's throw away, so on the last national holiday, off we went. Those of you who've been to a Disneyland will appreciate what I'm going to say next. If the park designers put half the imagination into the rides that they do into fooling the public that they won't have to queue very long, the whole experience would be far more entertaining. It's not so much the wait that's annoying, but having the wool pulled over your eyes. Most queuing systems 'snake' ingeniously, so while it may look like you're near the front, you round a corner only to see the line disappearing into a huge warehouse-like building before it comes back round to the ride.

However, the day out threw up an interesting contrast between console gaming and its 'real-life' outdoors equivalent. Let's see: with a theme park, there's an average 50-minute wait (on a good day) for a 3-minute ride which is principally targeted at the under-10s, and you come away with a slightly empty feeling. With an N64 cart, you get an instant start-up into a game which can last hours, with content designed to appeal to a far wider range of people, and experience a depth of immersion which leaves 'Pirates of the Caribbean' looking a bit silly. And if you need some fresh air, you can open a window – cheaper than a 800-quid ticket to Florida. What more justification do you need?

THE LATEST U.K. N64 GAMES REVIEWED, RATED... AND COMPLETED!

N64 MAGAZINE ARENA





LYLAT WARS

Different name, but – thankfully – still the same rip-roaring game.

GO TO PAGE 34

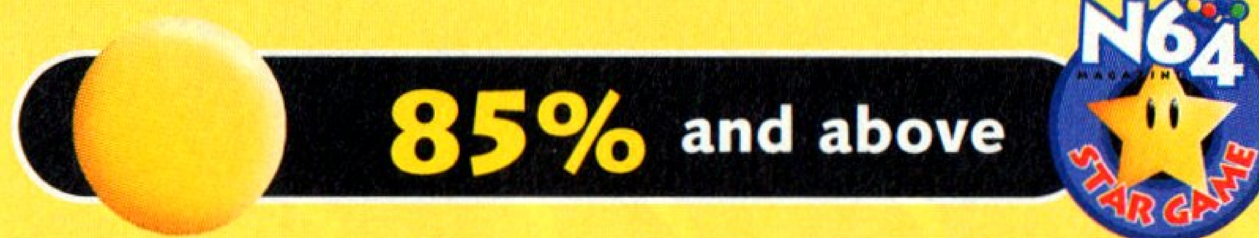




ARENA

Guide to scoring

Because N64 cartridges are so expensive, we won't award our Star Game medal until we've played the game right through to the end. As well as making sure you'll be getting your money's worth, this means we're able to pack our reviews with hard-won tips.





*Only after playing a game right through to the end will **N64** Magazine consider awarding it a Star Game badge. So you can be sure that only the N64 games that're really, genuinely worth buying get the highest scores.*



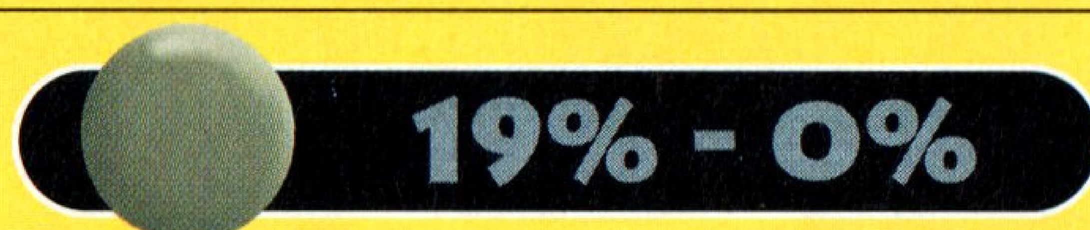
The best Nintendo 64 games really are superb, so many games that'd seem top-notch on other machines are eclipsed on the N64. But if we award a game 70%-plus you can be sure it's jolly good fun, and well worth thinking about adding to your collection.



We hate giving games marks like this. Are they worth buying? Or not? But every so often there comes along a game that's perfectly playable and everything, but just isn't special in any way, and simply doesn't make good use of the N64.



Here you'll find games that're lazily programmed or hurriedly cobbled together, or simply weren't a good idea in the first place.



We still haven't come across an N64 game quite this bad, and hope we never do. Should we, however, we'll punish it ruthlessly.

MULTI RACING CHAMPIONSHIP VS TOP GEAR RALLY

Your chance to witness an exciting duel between the N64's two new rallying games.

GO TO PAGE 48



IMPORT ARENA

The games they're playing in America and Japan.

BAKU BOMBERMAN

Now here's a game we've been looking forward to. Gosh yes.

GO TO PAGE 54



J-LEAGUE DYNAMITE SOCCER

The Japanese try footie again.

GO TO PAGE 60

JIKKYOU WORLD SOCCER 3

And again!

GO TO PAGE 62

MISCHIEF MAKERS

The American translation of *Troublemakers*. Out here for Xmas!

GO TO PAGE 63

HOW IT WORKS

Because N64 cartridges are so expensive, we won't award our Star Game medal until we've played the game right through to the end, no matter how hard it is. As well as making sure you'll be getting your money's worth, this means we're able to pack our reviews with useful information and hard-won secrets.

What those catagories mean

9 VISUALS

The N64 can produce gob-smacking graphics that are light years ahead of other consoles. Does the game in question reflect this?

9 SOUNDS

Are the tunes any good? Or are they best turned off? How about the sound effects? Atmospheric and useful? Or a bit embarrassing?

9 MASTERY

With the Nintendo 64 being so 'special', how well does the game make use of the incredible hardware at its disposal? Or would it work just as well on any other console?

9 LIFESPAN

At £60-plus a go, you'll want to get weeks of entertainment out of every N64 game you buy. That's why we finish the best ones to make sure they don't peter out prematurely.

VERDICT

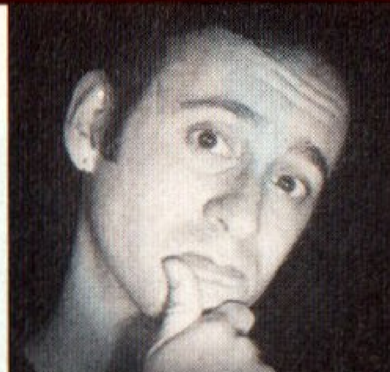
The big score at the end is basically, in as scientific a fashion as possible, how much fun the game's going to give you. Look to the left to see how this works.

Team 64

You'll never meet a more heroic band of game reviewers than these fellows.



Jonathan Davies
Asked to name the most heroic deed of his life, Jonathan described the time he saved his pal Spider from drowning. "He was about to go down the plug hole."
Game of the month: Top Gear Rally



Paul Jarrold
"James hadn't won at Mario Kart for about an hour," Paul recalled. "So, just as I was about to cross the line in first, I selflessly crashed into a Fake Item."
Game of the month: GoldenEye 007



Wil Overton
"It was my proudest moment," began Wil. "I just needed a four bamboo to make up a triplet and win. So I declared kong and... Hello? Everyone?"
Game of the month: Mischief Makers



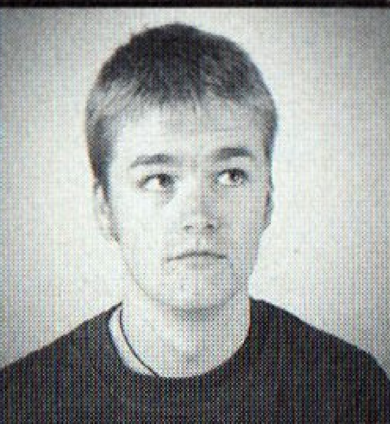
Jes Bickham
"We'd run out of green peppers," said Jes,"so, well, I popped out to Sainsbury's and bought some." Jes works in Pizza Hut when he's not reviewing games.
Game of the month: Blast Corps



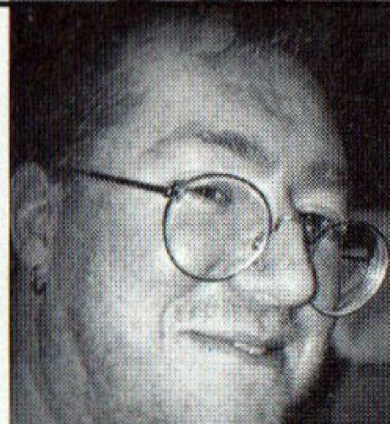
James Ashton
James reckoned he'd never done anything heroic in his life. But surely there must've been something? "Nope. Cup of tea, anyone?" Our hero!
Game of the month: GoldenEye 007



Jonathan Nash
Jonathan keeps his past a secret, suggesting he must once have saved a bus full of schoolchildren, or something, and is too modest to talk about it.
Game of the month: 'Lylat Wars'



Tim Weaver
"I played football once with a fractured wrist," offered Tim. "And I scored a goal." All were suitably impressed by Tim's resolve.
Game of the month: World Soccer 3



Zy Nicholson
Boasting the world's mightiest N64 knowledge by far, Zy's a busy chap. But, heroically, his Baku Bomberman review reached us just one day late – a record!
Game of the month: Goemon

LYLAT



PREVIOUSLY IN N64 Our review of *Starfox* (*Lylat Wars'* old name) was back in issue 3. It got 94%.



You are cordially invited to participate in the wizard adventures of Fox McCloud and his chums Peppy Hare, Falco Lombardi and Slippy Toad.

There will be train wrecks, environmental concerns, meetings of old friends, hideously mutated creatures, robots the size of many of our houses today, unspeakable treachery and big spaceships exploding bigly.

And broth.

RSVP.



At last, Fox has landed in the UK! But – hold on – what's all this?

Lylat Wars		
NINTENDO		
Out now	96M ~~Controller Pak back-up~~	1-4 On-cartridge back-up
£60		

WARS

(as we must now teeth-grindingly call *Starfox 64*)



GO! GO!



STARFOX – BUT IN ENGLISH

Your concerns addressed

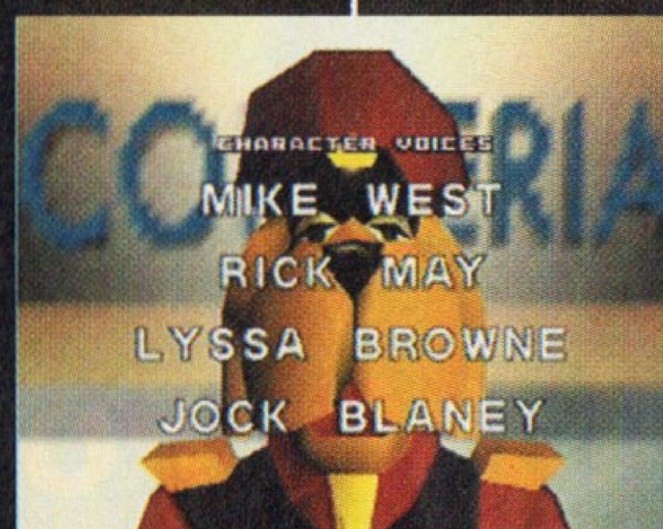
JONATHAN NASH

Has there ever been a good US translation? Anyone? Ever? *Lylat Wars* is a visually-led story, with obvious goals and deducible secrets. The important thing is the 'feel,' and *Lylat Wars*' grippingly epic feel is embarrassingly belittled by this deeply pitiable adaptation.

The plot is risibly thin. General Pepper's mission briefings are either "Destroy the secret weapon!" or "Destroy the bio-weapon!" or "Help! We're being destroyed by a secret bio-weapon!" although nothing comes close to, and here I quote precisely, "You're going to attack the enemy base? Great deal!"

The dialogue is revolting. It is seemingly penned by writers of one of the more hateable toy-selling cartoon tie-ins, echoing lines from well-known science-fiction films and shot through with exactly the kind of 'Dang!'ing and 'Heck!'ism you'd more expect the Starfox team to fly nude into the heart of a star than use. Life-threatening, heroic-rescue-stirring ally injuries are brushed off, as everyone is now 'cool' and 'hard'.

The acting is killably bad. Where the Japanese voiceover folk were excitable, emotional, terrifyingly yelly and essentially convincing, the English language actors are flat, tired and hopelessly unbothered. Gone are the rousing cries of "Staaaar-FOX!", the touching wails of "Foxyyy!" and the feeling of people, well, *acting* instead of reading from a script. It's another mediocre, flavourless, crushingly boring Generic American Translation that, as with *Super Mario*, brutally minimises the thrill of discovery with ridiculously explicit 'clues'. I do not consider it a success.



A REPRESENTATIVE OF EVERYONE ELSE EVER IN THE WHOLE WORLD

You're the type who likes widescreen subtitled movies, don't you? What on *earth* does the original Japanese version have to do with me? If I was at all interested, I'd have, for example, bought a machine capable of playing it. *Lylat Wars*' translation does its job – it makes the game accessible to me.

The plot is unconcerningly identical to every other shoot-'em-up's. Pepper's only there to break up the fantastic animated interludes. "The enemy is gunning for you!" may be curtly dull, but you instantly forget that as the Great Fox swings through a space junkyard and a hit squad fires bungalow-sized rockets at it to pounding alarms. You'd prefer the General to interrupt with a lengthy speech, eh?

The dialogue suffices. It tells me what I need to know – who's in trouble, where the warps are, how to kill the boss and the way to finish the level. The constant film references are clever – "I've got a BAD feeling about this" is a particular favourite – and, properly, the villains have all the best lines, including some tremendous punning by Andross.

In fact, the US actors do a splendid job of impersonating the Japanese ones, the Starwolf pilots especially, and everyone sounds right for the part. Andross is rumblingly malevolent, for example, while Fox is the bloke next door (who is a fox). And I notice that, although I would never wish to, you may turn off the voices from a menu, so nyer. I judge this translation of Starfox, while not perfect, to be unintrusive and illuminating.

WHO IS RIGHT? ONLY YOU, THE PUBLIC, CAN DECIDE

JUDY JUDY JUDY
Actually, there is a good bit due solely to the translation. Occasionally, when you save Peppy, he remarks, "Your father helped me like that too" in an exact impersonation of Cary Grant. Heaven knows how this entertaining and characterful moment slipped through. Perhaps the Dull Police were taking lunch.

PUNCHLINE
All right, and the certificate at the end is worth seeing in its understandable form. And I did like the bit where you're told "Mission Complete" when you beat a boss, but "Mission Accomplished" if you've found all the secrets. Perhaps the adaptation isn't that bad after all. Yes it is.

CHEATS
You cannot cheat in *Lylat Wars*. Once again, you win.

THE JOURNAL OF FOX McCLOUD

Editor's note: Fox's chronology of his adventures differs from that in the game, which always proceeds from left to right across the map in seven steps. This is not strictly relevant, but adds local colour.

Corneria

Day One. Morale high. Supplies good. Today I met the new chaps, Americans whom I have instantly named The Three Stooges after the popular vaudevillians. Falco is exceedingly grumpy all the time. Peppy seems to have hit the bottle pretty hard after getting my father killed, and I try to stay away from Slippy as much as possible. He is a fool. Raised siege of Corneria. Broth for tea.



That's what he thinks. But he's wrong. He will, in fact.

Falco is a bird of few words. One in this particular case.

You can blow up three out of the four guns at once.

Meteo

Day Two. We barely function as a fighting unit. The chaps spend most of their time calling for help or, in the case of Falco, shooting open rocks and acting as if he's saved my life. Some trouble with the radio – the chaps' banter seems deucedly hard to follow. Will give pep talk tonight after tea (broth again). Destroyed vanguard of space fleet. Crossword and bed.



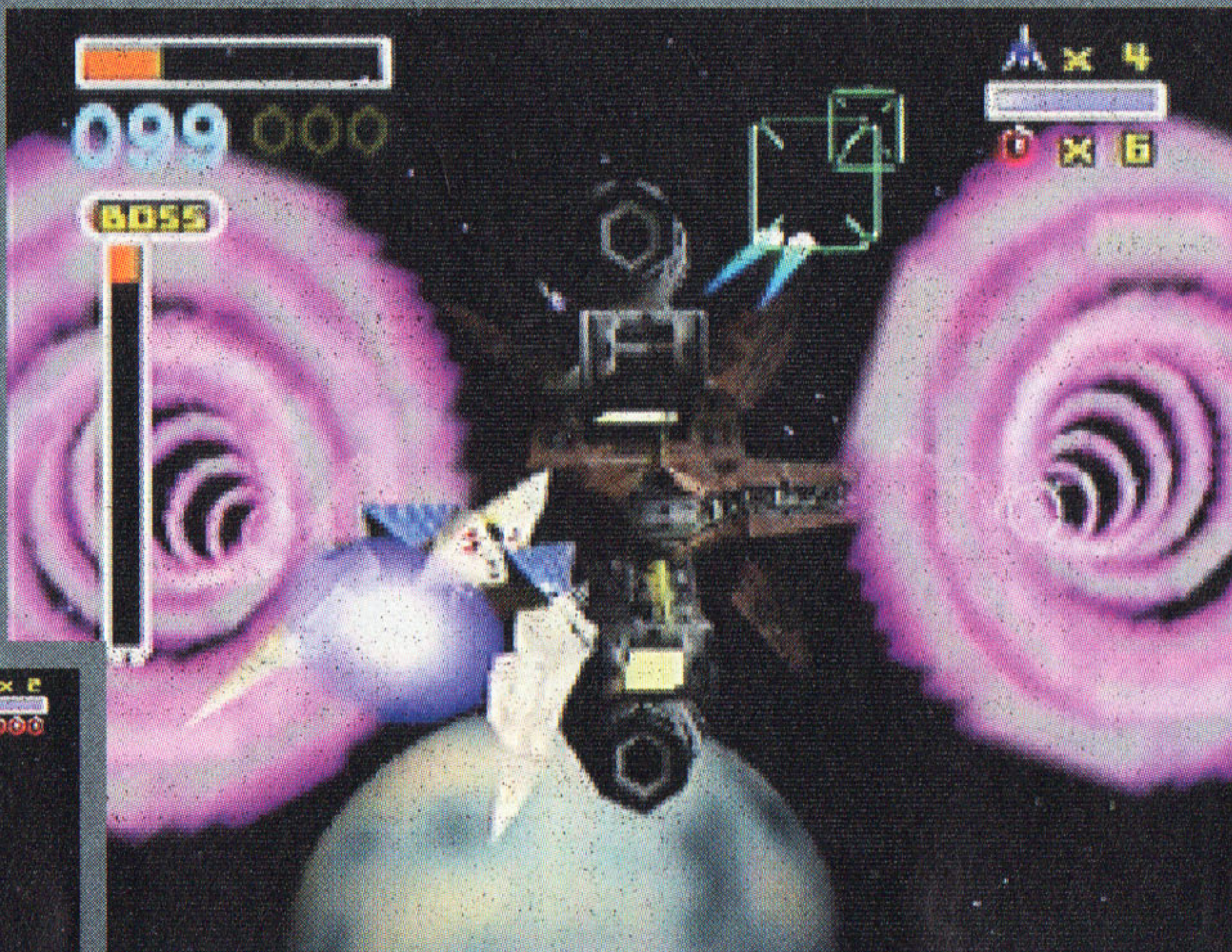


◁ *Thanks, Peppy. And we were about to use them foolishly.*

Get this chap on his first pass, or he'll reappear from behind. ▽







△ *As with all baddies, the crew of this ship aren't as clever as they think. They've created a huge battlecruiser, bristling with weaponry – and then painted its weak-spots bright yellow.*

Titania

Day Three. The ridiculous Slippy pranged his kite. Had to set down in the old bus to pick him up. Took opportunity to bury Peppy's liquor, which I removed from his kitbag this morning before brekker (broth). Slippy OK, unfortunately. Kept asking me if the Ell-em was all right. Liberated planet and put down robot rebellion. Skipped tea. Crossword and bed with lovely cup of hot broth.



△ *The laser beams are all the more frightening for their piercing thinness.*

▽ *Raise your turret skywards to splash airborne opponents.*





△ *Fox's Arwing is no use here. For some reason. So the Landmaster tank is called upon instead.*

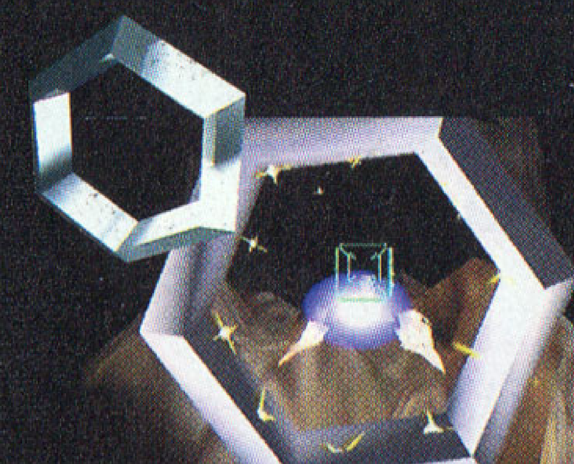
◁ *The Landmaster has small rockets underneath, activated with Z and R, to make it fly.*



PICK UP



Gold Ring
Collect three of these and your power-bar will be extended, allowing you to take more damage. Collect three more after that for an extra life. (You'll also get an extra life for every 100 points you score.)



Silver Ring
These refill your power-bar a bit if you've been damaged.



Star
This is the equivalent of three or so silver rings, giving you loads of power.



Bomb
Once collected, these can be launched with the B button to do loads of damage. They explode spectacularly. Save them for bosses.



Power-Up Crate
NUS-064 will radio in from time to time and, if you press Right C to answer his call, will drop these crates. Shoot them to reveal power-ups.



Laser Upgrade
Your lasers can be boosted through several power stages using these.



Wing Repair
Get shot up a lot and your Arwing's wings will frazzle up one at a time, making it harder to handle. These things will put matters right.

GO! GO! ▷



CAT
In fact spelled Katt in the translation, though here we use the original to avoid confusion with William Katt, the popular television actor who played Perry Mason's sidekick in the newer series. Cat joins the group on Zoness. She appears, amusingly, to be an old flame of Falco's. After accompanying the group to Macbeth, Cat disappears – only to make a triumphal return at Sector Z. Cat is useful. Do not shoot Cat. That is all.



BILL
Originally spelled Bil, though here we use the translation to avoid confusion with popular pulp character Bill, The Galactic Hero, whose name was accidentally mistranscribed upon his joining the space army. Bill runs the defence forces on Katania and clearly knows Fox, although, as usual, this isn't explained or anything. ("Bill!" gasps Fox. "Fox!" double-takes Bill. "Yes?" asks Jonathan. But nothing.) Bill is unbelievably helpful with the Sector X Warp and doesn't seem to mind you shooting down his pilots. Good chap.



Solar

Day Four. Peppy very withdrawn today. Right off his broth. Falco keen on recce of local hotspot. His idea of joke, presumably. His boat caught fire and he spent the rest of the shift in hospital under sedation while his crate was crash-repaired. Quite an extreme to go to for a laugh, so put across that joke appreciated with show of snorting outside his room. Liquidated mutant. Bed. Slippy took crossword.



Silver stars provide much-needed sustenance.

Then GO AWAY. What's the matter with you?









Press Z and R rapidly to spin and minimise damage from the erupting lava.

As opposed, presumably, to an entirely rational fool. Thanks again, team-mates.

Katina

Day Six. Dickens of a day. Stopped by johnny believed he knew me. Explained didn't know johnny, johnny insisted not johnny but Bill. Poor chap. Probably shellshocked. Looked the sort. Took crossword to do before landing but distracted by having to eject over base. Brought down mothership with Webley, back in time for bed. What *was* four across?







At Katina the sky fills with billions of ships, both goodies and baddies. Casualties are inevitable.

Trans: "You're not getting away that easily."



This truly is a splendid battle, with dozens of enemies to shoot.

Shoot Bill's team unreservedly.



Zoness

Day Seven. Double helping of broth. Falco back in driving seat none the worse except for being completely bald. All feathers blown right off. Shocking sight. Old girlfriend of his turned up to wish us well. He tried to make me pretend he was out while he flew underwater. Peppy on the ball once more. Sworn off gin forever now he realises he's a giant hare. Sank pirate. Read book. Bed.



Keep an eye open for crates laden with power-ups.



The seamonster. Scary fellow.

Zoness involves skimming low over the sea. In a storm.



Films are plundered all through Lylat Wars. These waterborne exploding barrels are from James Bond.



Macbeth

Day Eight. Back in the bus for ground recce. Sterling air support from Peppy, who turns out to be quite a pilot now he remembers what all the buttons do. Slippy asking about the Ell-em again. V unsettling. Caught Falco cutting centre out of enormous toupee to wear as poncho with cut-out piece on head. Looks like fool. Threw points to send armoured train smashing into fuel dump at eighty em per and broth.



Shoot constantly at the train as you follow it down the tracks.



Fire upon the rear of the train to cause the 'kite' to become vulnerable.

Off the rails

It's possible to cause Macbeth to end in an entirely different way by shooting the six signals to change the points.





Get it right and the train will be diverted to its death. Feel your Rumble Pak tremble comfortingly.







THEY'VE GONE PLAID

Two warps are hidden within *Lylat Wars*, both of which you can reach in one game. Irritatingly, though you



could pride yourself on working out that (say) shooting the giant noses opened the wormhole in the original version, now, of course, Peppy'll just



say, "Shoot the giant noses to warp!" (or whatever). Still, they're awfully pretty places, with massive geometric shapes wheeling about dangerously and special wobbly graphic effects. Tragically, in the manner of *Doom* programmers having mazes in the shape of their names, some of the objects spell "64."

THRRRRBBB

The first Rumble Pak game and still the best. Standing your plane on one wing then slamming it into the ground? Suspenseful approach of as yet unseen boss? Big spaceships exploding bigly? An application of Rumble Pak makes the whole experience more pleasant – and you get one along with the cart for your £60. You know... for kids.

GO! GO!

STARFOX – BUT ON THE SNES
In common with the majority of Nintendo's N64 releases, *Starfox* originally appeared on the SNES. I did not like this first *Starfox* at all, and playing it again as research has not changed my opinion of its frequently confusing graphics and annoyingly fussy design. However, I then went on to play *Zombies Ate My Neighbours* and *Super Foul Egg*, so the afternoon was not completely wasted.

WELL, THAT'S THE END OF THIS SUIT
If your wingblokes' shields are exhausted, they pull out of the fight for repairs aboard the Great Fox, sitting out the next level altogether. If your shields are exhausted, you crash and explode. This just goes to show something, but no one's quite sure what.

RETRY COURSE
The nearest thing in *Lylat Wars* to a level select is replaying your favourite one as many times as you have lives with the 'Retry Course' option. Crap, then, but still the nearest thing you'll get. Sigh.

A MIGHTY FOE
Incontestably your mightiest foe in *Lylat Wars* is the butterfly. Appearingly singly at points in the space levels, the fearsomely tough, skitterishly agile beast fires swirling cones of spiralling fireballs, which you must avoid by zooming to the eye of the storm while blasting wildly in all directions hoping to wing it on a blinkish pass. Butterflies tend to guard continue points and, in a rare moment of seeing the game palm the ace, if you kill one too easily, it will instantly reappear to ensure you work for your bonus.



Aquas

Day Nine. Turns out Slippy keeps asking about the Ell-em and the Bee-em because he built 'em. Found out fifty fathoms down. Never again.



Underwater, now, for the game's only submarine-based level. It's eerily dark.

The boss, a giant clam, spits pearls at you but is easily silenced.

Sector Z

Day Ten. Slept in today. Woke to find Peppy, Falco and Slippy cheering and generally carrying on. Seems there was a sneak attack on the old Gee-Eff and they saw it off without me. Falco's bird was knocked out, but he made it by billowing his poncho toupee like a parachute. Good work by the chaps. Odd feeling of listing to port for rest of day. Probably imagination brought on by broth



As you take out the missiles you must also take on enemy ships. Yes.

See? There's a missile.

Sorry, Peppy. We're topping up our shields by flying into the Great Fox.

Great Fox is under attack on this level, with missiles heading towards it.

BATTLE MODE

Though simple and limited, *Lylat Wars'* four-player battle mode is fairly good fun, with much desperate twisting to shake a lock-on, tactical looping and flying directly at one another blasting all the while (or Woo-ing as it's known). Best option is definitely tank vs tank (something to aim for there, medal fans) with taking off from the apex of the pyramid positively encouraged. We did find anything but three-point matches slightly dull, but nonetheless recommend the Battle Mode to any readers who are more than one reader.



The tanks aren't really meant to fly, but there's fun to be had.



When you're playing with two, the bottom windows give you extra views of proceedings.





We prefer the Corneria-style level to this.



Bombs and homing shots are best, you'll discover.

Area 6

Day Eleven. The big push. Finally the chaps are pulling together, leading the En-Gees a merry dance and then shooting them in the head from behind. It finally dawns on the brass the old Gee-Eff's a battleship, so we pot at a few En-Gee brigadiers with a good old aerial bombardment. Big celebrations in the mess. Big broth.



With the route we're taking it's Area 6 now, brimming with danger.

That's Venom in the background. Clever stuff, eh?

All sorts of thusfar unseen special effects come into play in Area 6. It's quite something.

Venom

Day Twelve. The final step. Mr A clearly reckoned without Fox and his crack fighting chaps. The maze barely slowed us down, thanks to that old bit of advice I remembered about the Aitch-Cee – don't keep going one way or the other or you'll come to grief or the centre, I forget which. The old Ess-Bee-Cee-Ay-Esses were ridiculously easy pickings for chaps versed in the secret technique, and the big cheese wasn't any trickier. Then it was a leisurely stroll back to the hangar where, finally working with one accord, Peppy, Falco and I took Slippy round the back and kicked his face off and broth. Crossword and bed.







If you've arrived at Vanomalong this route, you now face a terrifyingly-enhanced Starwolf team.



Andross? Or the Emperor from Return of the Jedi? You decide.



Tantalisingly, we're not showing you Andross's true form.



THEY HATE YOU
(Scene: a darkened boardroom.)
EXECUTIVE: Incredible! Even after artificially raising their hopes for a universal machine then releasing a late, overpriced, absurdly slower model and charging ludicrous sums for late, incompetently-converted games, such as, for example, *Wave Race*, Britain remains tenaciously eager! Forecasts show that despite our scientists coming up with the most arrogantly offensive, improbably-excused name imaginable, they'll still buy every *Starfox* we send. Even my hardened heart quivers at the thought of this unbelievable masochism. What could we possibly do next that's more fun? Wait! I have it. We'll delay the PAL *Yoshi's Island* until 2002 and call it *Hands Up! I Have A Gun – Put The Money In The Bag.* Surely not even they will stand for that.
ALL: Or will they? Or WILL they? OR WILL THEY?

GO! GO!

MEDALS
Medals, you may remember, are awarded in *Lylat Wars* for finishing a level with all wingblokes and a suitable high score. Medals lead to new battle games and the Expert Mode. I'm afraid, readers, I find the whole idea unspeakably tedious. I want to play the game for fun, exercising my skill and reflexes rather than my ability to follow a pattern exactingly. Still. My best wishes if you're going to try.

A SUGGESTION
You spend a lot of time saving Falco, Peppy and (ugh) Slippy. Reciprocally they do things like shoot switches or reveal power-ups, but this is disappointingly pedestrian and always happens in the background.

Imagine instead that, say, on Macbeth, rather than Falco flying in and activating a lever, if you were caught by the boss and wriggling helplessly in his crushing grip, the sneering birdbloke suddenly swooped in and impressively blasted you free. *Lylat Wars 2*, perhaps?

THE SINISTER BLACK-CLAD ANTI-STARFOX

Correctly, *Lylat Wars* introduces Sinister Black-Clad Anti- versions of Starfox and co. Darting into the story at three vital points, Starwolf, Leon, Pigma and Andrew (Andross's crap nephew) pair off against their courageous counterparts (Andrew versus Slippy, for instance) and prove worthy opponents. Interestingly, your wingblokes can for once win their own space duels. Occasionally. Stunningly, the Sinister Black-Clads' banter is a cut above the rest of the dialogue. Truly everyone likes writing villains.





◁ *Here, on Fortuna, they try to stop you dismantling a gigantic bomb.*

▽ *Later, if you hadn't finished them off on fortuna, they augment Bolse's defence of Venom-1.*



△ *Later still, and even if you've shot them all down, Venom-2 sees them return – as Mecha-Sinister Black-Clad Anti-pilots. This is a tremendous battle.*



FLY FOX!*

Your Arwing is a most capable space plane. Unfortunately it is also called an Arwing.

ANALOGUE STICK
Steers your plane. Correctly, pushing down makes you go up. ("Raises the nose" or something technical.) Down+Left C loops-the-loop. In dogfight scenes, Down+Bottom C performs the direction-reversing half-loop-and-roll Immelman Turn as taught to Fox by the mysterious 'Bingo' Bingham.

A
Fires your guns. Holding down builds a burst shot which fires on release. Continuing to hold down locks on to the nearest monster then fires the burst shot at it inescapably.

B
Fires an epically dangerous bomb. Can be locked on to a target first using A. If you miss with an unguided bomb, B again detonates it.

Z and R
Steers you left and right more steeply. The considerably tighter turning circle will baffle even the wiliest adversary. A double-tap rolls your ship and deflects laser fire with a pleasing "spang."

C-PAD
Left C accelerates. Hold to rocket onwards until your heat-safety cuts in. As with braking or turning, you'll have to wait until the gauge is clear before you can try again. Top C swaps between normal and cockpit views, or normal and high-zoomed-out views in dogfights. Bottom C flips out the air brakes. Right C answers radio calls from the Great Fox. Once your position is established, Rob (oh dear) will drop a power-up in a shootable box, uncannily deducing what best you'd need at that moment.

*Fly like the innocent Derek Bentley.

RACE FOX!

When planes are unsuitable (for reasons never explained by the plot. Tch), Fox takes to his special tank. It's called The Landmaster, which sounds a bit like a comic villain. Or The Antmaster. A bit.

ANALOGUE STICK
Directs your tank and aims the gun.

A
Fires the gun. Again, you can build burst shots and lock on to monsters.

B
Propels a bomb and blows it up.

Z and R
Double-tap to roll the tank evasively in a vastly amusing manner. Press both together and – good lord – you take off in a short-range jump. Properly beat Macbeth to see the splendid rocket-boosted backflip.

C-PAD
Similar to your plane's controls, Left C accelerates, Bottom C brakes and Right C answers the radio.

SWIM FOX!

Besting 100 points on Sector Y takes you to Aquas, a polluted water world. Your Blue Marine sub has the usual fittings, except B now fires an auto-lock-on torpedo. Shift position to change the target. Jollily, you have infinite missiles, but cannot fire another until the first has detonated.









Go on, Fox. Tell them how Slippy's been of no help at all, and ought to be sacked forthwith.

The cut-scenes are miles better than anything you'll find on CD-ROM.

Startlement is writ large upon my face like this: startlement. After the terrible brain-horror that was the UK conversion of *Wave Race*, Nintendo's treatment of *Starfox 64* is exemplary. (Except for calling it *Ly... lat (hhhh) Wwwwwwars*, obviously, but I shall rise dignifiedly above that.) Yes, readers, having presumably taken lessons from Rare, whose *Blast Corps* was a model of conversion etiquette, Nintendo have completely eliminated the dreaded shabby black borders associated with, say, *Mario Kart 64*, while keeping the slowdown to a genuinely-imperceptible-unless-you've-really-been-playing-the-original minimum. I am delighted, therefore, to applaud Nintendo like this: applaud, and offer them a glazed bun distractingly while dismissing the dogs I had prepared to chase them with.

Starfox – but in English then. The '– but in English' bit is addressed elsewhere, but let me add I will not, of course, deduct marks from the final score because I think the translation is a nasty thing. The game obviously plays exactly the same no matter what the language. And how it plays is this: fantastically excellently. It's a similar to *R-Type* – but in 3D and free-flying dogfight



sections, it's cleverly designed so you can only see seven (to nine, if you find the warps) of the eighteen levels in one game – a game, incidentally, that if you reach the end lasts on average seventy minutes or so. Nintendo have never gone for half measures, and with *Lylat Wars* they're confident enough in their game-o-film to make a play last ages. (I've just worked out, in fact, that, discounting the goes used to take pictures or check facts, I've completed the game forty-one times.)

I won't trouble you by powerfully annihilating the old *Starfox*-is-crap-because-I'm-in-an-invisible-restricting-tunnel complaint (yet) again, except to point out exactly no one brought the same complaint against the similarly fixed-route *R-Type* and co. And that in controlling your path (occasionally you'll have a transparent, which-flank-to-attack-type left-right choice) *Lylat Wars*' designers can plug in all those wonderful effects that bring the game to life. The screen-filling sea serpent of Zoness, for instance, which rises majestically in your flightpath, bless it, or the staggeringly colossal asteroids of Meteo, or the arcing flames of Solar, or, indeed, the similarly memorable and beautiful set-pieces of the rest of the remarkably dissimilar levels, all accompanied by that amazing soundtrack and those famous never-jarry spontaneously-calculated animated interludes.

Nor will I bother you with talk of my favourite bits, the dogfights, and their free 360° movement (but with boundary-defining rubber walls that, again, annoy until you get used to the idea and start exploiting to steal free monster-baffling turns), loads of enemy planes, almost certainly an appearance of the Sinister Black-Clad Anti-Starfox and room to think up your own tactics. (I'm inordinately pleased to see that no one else has worked out my completely effective anti-Sinister-Black-Clad-Anti-Starfox technique, for example.) In fact, further descriptions of *Lylat Wars*' loveliness would probably make you reel.

Instead, I would like to point out what's wrong with the game. Big things: the fact you can't play single levels even as a special reward is churlish – to preserve the integrity of their game-o-film Nintendo compel me to fly listlessly through four levels when all I wanted was a quick go on the splendid Macbeth train fight. The help-me routine, which flashes a directional arrow if someone's in trouble, appears at times to get it wrong – most obviously when you've downed the attacker, but the signal doesn't register for ages, perhaps obscuring another, proper plea. Ally auto-hits are totally unforgivable. On Solar, say, all three wingblokes exchange talk about the fierce heat of the sun and how you'd better stay at the top of the screen, all the while taking auto-hits from the lava. Twice I've had my people die on me without any possible way to avoid it, because I hadn't been careful enough with them on an entirely different level. Cheers then.

Tiny, screamingly amplified things: when you're examining alternative routes between planets, the default menu option is 'Go to planet' rather than 'Change route'. You would not believe the number of times in six months of playing I've automatically pressed A twice and game-wastingly gone the wrong way. About eight, in fact. And the ease with which frantically accelerating while ducking can unexpectedly turn into looping-the-loop is punchable. And once, while thanking me surlily for saving him, Falco flew out of the screen and crashed straight into me, killing me instantly, except that was funny.

But, readers, the conclusive thing: *Lylat Wars* is not quite – *not quite* – 'there'. It's marvellous, yes, and fantastically excellent, but it's not marvellous and fantastically *legendarily* excellent. 120 days in, and it ought not be annoying me significantly as a player at least once whenever I give it an hour of my valauble playing time. But it does. Consequently I ruthlessly eject four of its percentage points.

JONATHAN NASH

9 VISUALS

Diverse, spectacular, incredibly detailed, wholly convincing.

9 SOUNDS

Smashing effects and a score rather than music. Hours of speech! Which you can turn off.

9 MASTERY

Technically astounding. Flawless execution. Impossible even to consider on another machine.

9 LIFESPAN

You may wish to play for medals. I think I'll just switch the points on Macbeth again.

VERDICT

I possibly like it less than anyone else ever in the history of all things, and I think it's fantastically excellent.

90%



Are you Britain's best Lylat Wars player?

THE





electronics boutique

LYLAT WARS championship

£500 worth of N64 goodies to be won!

Fancy yourself as one of Europe's best Arwing pilots? The Electronics Boutique *Lylat Wars* Championship is your chance to prove your abilities to the world and win a whole stack of Nintendo prizes

Following the storming success of our *Mario Kart 64* Championship, which reaches its conclusion in the next issue, **N64** Magazine has teamed up with Electronics Boutique to search for the best *Lylat Wars* player in Britain. Over the next couple of weeks, we want to see your best *Lylat Wars* scores either as photos or on video. At the end of it all, the four best players will be invited for a final showdown to be held at the swish Oxford Street Electronics Boutique store in London.

Unlike our *Mario Kart* contest, though, the Electronics Boutique *Lylat Wars* Championship is a one-stage only competiton. Of course, you can still enter as many times as you want with improved scores (as long as you use a coupon each time), but once the closing daté rolls around, that's it, we're afraid. You'll notice that you haven't got that much time, either, so after you've read the rest of this page and checked the rules overleaf, it's time to get flying. Good luck!





The prizes

FIRST PLACE = £500
SECOND PLACE = £200
THIRD PLACE = £100

All prizes will be in the form of Electronics Boutique vouchers, redeemable at any branch of EB countrywide. If you'd like an idea of what that kind of money could buy, here are a few suggestions...

£500=  + 

or

£500= 

+   +  + 

But you don't have to spend your vouchers right away. How about this, for instance...

£500=  +  + a short wait + 


GO! GO!



TIPS FOR A BETTER SCORE

- You get bonus points for hitting more than one baddy with a single shot. To do this, hold the A button till you've got a homing attack powered up, lock onto one of the baddies in a formation (ideally the central one) and then release A.
- You'll get extra points for destroying some baddies as fast as possible – particularly the Starwolf team.
- More points are available along the harder routes through *Lylat Wars*.
- Sometimes you can make extra targets appear by flying through or under things – the arches and bridges on Corneria, for example.
- To get maximum points you'll need to win a gold medal on every level (see this month's poster for the score targets required for this) and activate expert mode. More baddies then appear on each level, and, of course, more baddies equals more points.



Blimey. Now there's something you don't see every day.





The best way to rack up a high score is to shoot lots of baddies and – yes – play as well as you can.

And you must be strong too if you're to win £500 to spend at Electronics Boutique. Yes indeed.



Even if you can't get 1,700-plus, enter anyway. You never know.

How to enter

If you want to take up the *Lylat Wars* challenge, this is what you've got to do…

- Get your absolute best possible total hits score on *Lylat Wars*. This is the score you accrue for playing the game from level 1 to the final defeat of Andross.
- You may use any route through the game, playing whichever levels you like. Be aware, though, some levels offer better scoring potential than others – refer to **N64**'s guide for more details
- Remember, earning yourself the Expert mode will allow you to play against more enemies and hence allow more possible hits.
- Photograph or video either your end of game hits summary screen or the high score table.
- Fill in the coupon below and cut it out.
- Send the coupon and your video/photograph to: Electronics Boutique *Lylat Wars* Championship, **N64** Magazine, 30 Monmouth Street, Bath, BA1 2BW. If you'd like your video or photo back, remember to include a stamped, addressed envelope.

To be in with a chance of winning the Championship, you'll have to get your entry to us by Wednesday, 12th November. That only gives you about two and a half weeks, so don't hang about.

The top 100 scores (at least) will be printed in the Christmas issue of N64 Magazine (available on Friday, 5th December). The best four pilots will be notified by us on 14th November and invited to the Grand Final to be held in Electronic's Boutique's Oxford Street store on Saturday, 22nd November. A full report of this, possibly sporting some of James's finest photography, will appear in the January issue of N64.

Prove it

As proof of your total hits score, we want a video or photograph of either your end-of-game hits summary screen or your high score table. Remember, if you miss the summary screen, the high score table can always be viewed from the game's main menu.

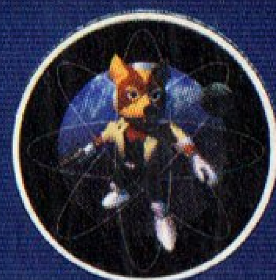
Taking photographs

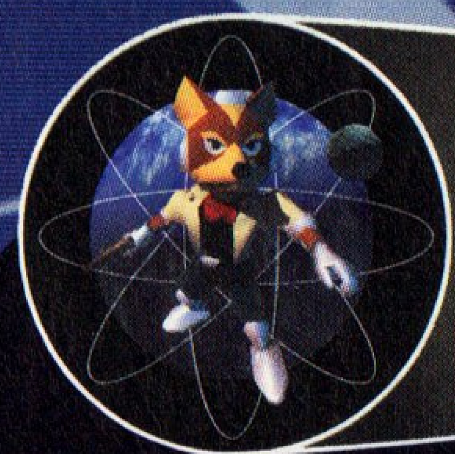
Point your camera at the screen and click away. Some tips for better photography include turning off or covering up the flash (it'll cause a nasty reflection off the screen), drawing the curtains, and using a fast film – 200 or, ideally, 400 ASA is best.

Taking videos

1 Take the lead that connects your N64 to your TV and plug it into the 'Signal In' socket on the back of your video.
2 Connect the 'Signal Out' plug on your video to your TV and turn both on.
3 Switch your TV to the video channel and switch on your N64 with a game plugged in.
4 Use the video's tuning mechanism to look for the N64's game signal and save the setting.
5 Get your best score on *Lylat Wars* and get either the summary or High Score table up on screen
6 Pop a tape into the video and press record.
7 Stop recording and rewind your tape to where you started recording (so we can see your score quickly and easily).

REMEMBER!
All entries have to arrive at the **N64** office no later than Wednesday, 12th November. Get flying!





So how good is good?

Eagle-eyed readers will have already spotted a *Lylat Wars/Starfox* hits table in our I'm the Best section of the magazine. To give you an idea of the kind of hits total you'll need to be competitive in this championship, we've re-printed the latest 'I'm the Best' *Starfox* league. Remember, though, for the Championship we'll be collating a top 100 best scores, so even if you can't get close to the total hits below, there's still a good chance you'll be able to get an honourable mention in our league table.

1	1729	Seth Eagles, Gwynedd
2	1613	Pekka Tarkka, Finland
3	1536	GK, Darlington
4	1450	Nick Payne, London
5	1442	Mike Hurry, Aberdeen
6	1430	Johnny Town, Horbury
7	1398	Chris Turnbull, South Shields
8	1374	Marcus Fox, London
9	1372	David Coates, Bulwell
10	1371	Spike Carlson, Arizona
11	1347	Louis Sugiyama, London
12	1342	Robert McMahon, London
13	1299	Richie Robins, Liverpool
14	1298	James Tuggey, Berkshire
15	1274	Michael Russell, Shirvenham
16	1265	Pete King, West Sussex
17	1207	Andy Crich, Hucknall
18	1198	Aman Bahri, Slough
19	1194	Sam Griffin, Michigan
20	1172	Richard Belcher, Port Talbot

NB The scores above will not be entered for the Championshipe unless we recieve an official entry form for them.

RULES

- *The Total Hits score refers to the number of hits accrued in one complete game of Lylat Wars, played from level 1 to the defeat of Andross.*
- *You can play either the UK or an import version of the game.*
- *You can take any route available in the game – refer to N64's guide to see which routes offer the best total hits potential.*
- *Use of cheat codes or cartridges is absolutely banned. We'll know if you do it and sure and certain public humiliation will follow.*
- *All entries must be accompanied by taped or photographed evidence of your achievement.*
- *You can enter as many times as you like but each entry MUST be accompanied by an official coupon or a photocopy of it.*
- *All entries must arrive in the N64 office by Wednesday, 12th November.*
- *We can't take any responsibility for entries lost in the post.*
- *Entrants must be available to travel to London on Saturday, 22nd of November for the final showdown.*
- *The editor's decision is, as ever, final.*



The electronics EB boutique Lylat Wars Championship

Wilco, Gold Leader. My best Total Hits score in *Lylat Wars* is... ______

and I'm including a video/photograph* as proof.

I am using a UK/import* version of the game and I solemnly swear that I have used no cheat devices to obtain my score.

Pilot name: ______

Address: ______

Telephone: ______

(So we can contact you if you make it to the final.)

** Delete as appropriate*
Use a photocopy of this coupon if you'd rather not deface your copy of N64 magazine.

roger and out

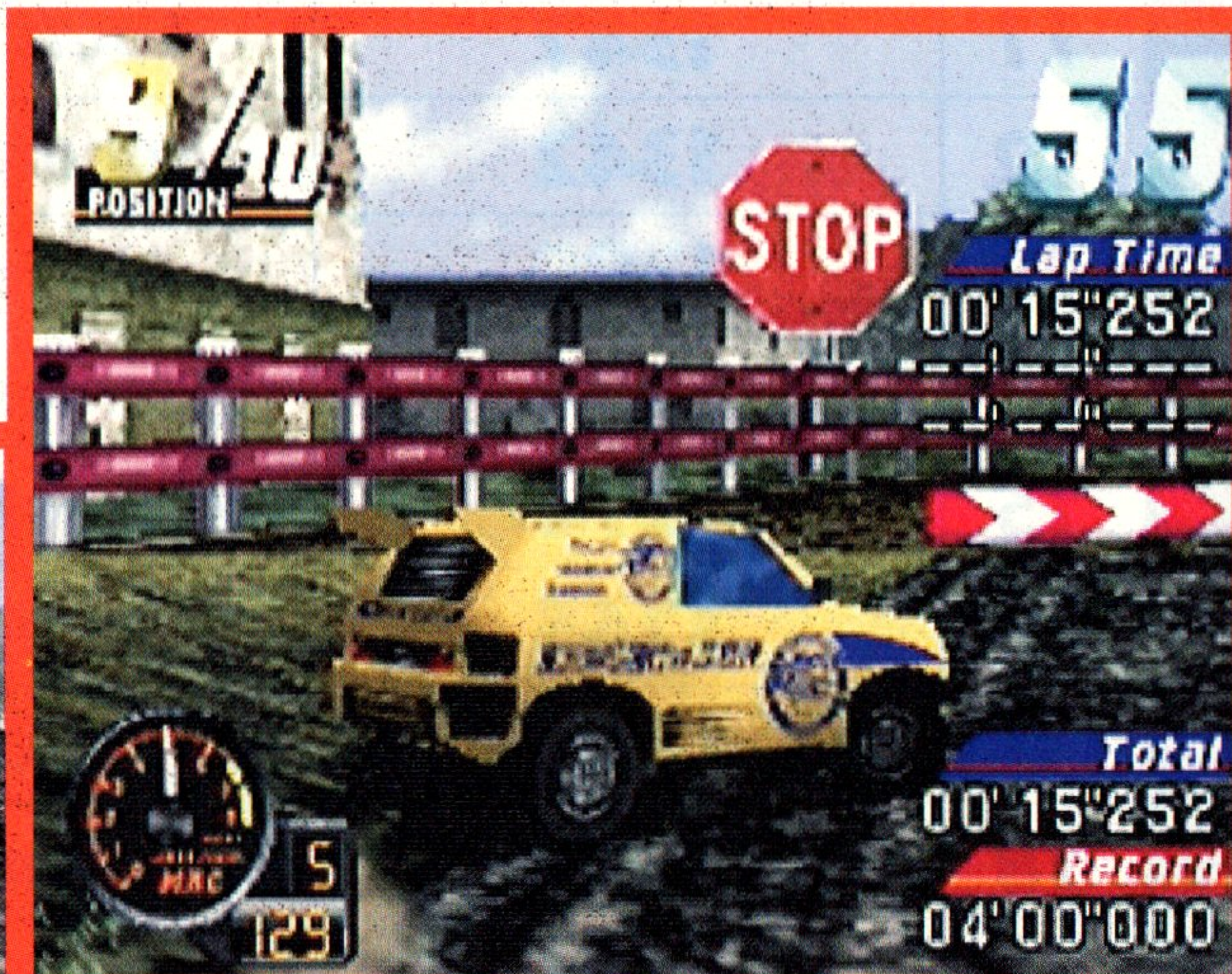
Send your coupon and photo/video to: Lylat Wars Championship, N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW

MULTI RACING CHAMPIONSHIP

V

Multi Racing Championship		
OCEAN/IMAGINEER		
October	96M	2
	Controller Pak back-up	Cartridge back-up
£TBA		





Having been available in Japan and America since earlier this summer, ***Multi Racing Championship*** **has had a chance to establish itself as the N64's 'serious' racing game. And it's aquitted itself well, scoring a hearty 81% in N64 issue 5 and meeting with respect wherever it's showed itself. It's always had the threat of other, imminent N64 racing games to worry about, but until *Top Gear Rally* none had materialised, with Seta's *Rev Limit* still having no firm release date and *Lamborghini 64* not due for a few more weeks.**

Apart from that 'first N64 racer' tag, *Multi Racing* trades upon its 'multi racing' aspect. Each of its three tracks branches three or four times, each time giving you the choice of an easy route or a trickier but shorter one. The short cuts tend to be snowy or muddy, making them tough if you're in one of the fast two-wheel-drive cars but a doddle if you've chosen one of the slower, particulate-belching, child-murdering four-wheel-drive Land-Rover-type vehicles.

Three tracks might not sound terribly generous, but each one is packed with as many features as possible. One minute you'll be speeding through a town, the next plunging off the road and through a waterfall. And once you've come first on the three of them you've then got to tackle them all in mirror mode and then in a challenge mode against three super-adept CPU cars before you can truly say you've completed the game.

As one would hope, *Multi Racing* uses the N64's analogue joystick to give much more control over your car than you'd get with an ordinary joypad. Gentle nudges on the stick turn your wheels just a smigeon, while desperate yanks will put you into dramatic powerslides. And each vehicle handles slightly differently: two-wheel-drive cars slide about all over the place, and are best kept to the road, while the evil four-wheel-drive ones will cling doggedly to just about anything.

Stop? Never. Multi Racing must surely be joshing. It's 129 mph and no less.



Both games boast hot air balloons in surprisingly similar positions.





Most of Multi Racing's shorties are clearly marked, but there's the odd sneaky secret one.

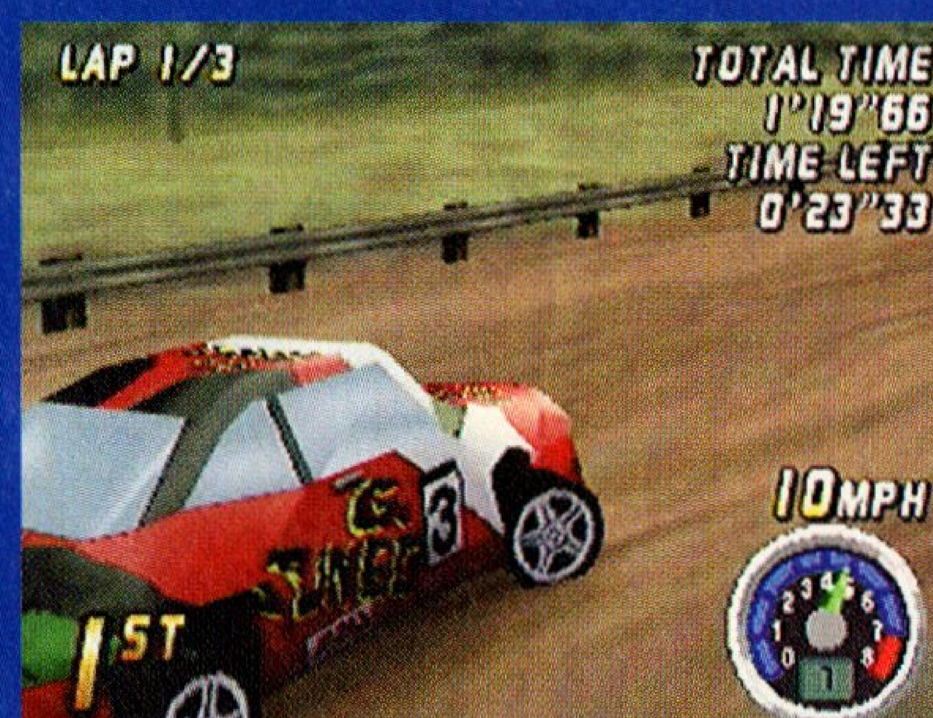
This autumn the Nintendo 64 goes from having no rally games to having two. So which drives away with the honours? A head-to-head test is in order.

TOP GEAR RALLY

S

Top Gear Rally		
KEMCO		
November	96M	2
	Controller Pak back-up	~~Cartridge back-up~~
£TBA		



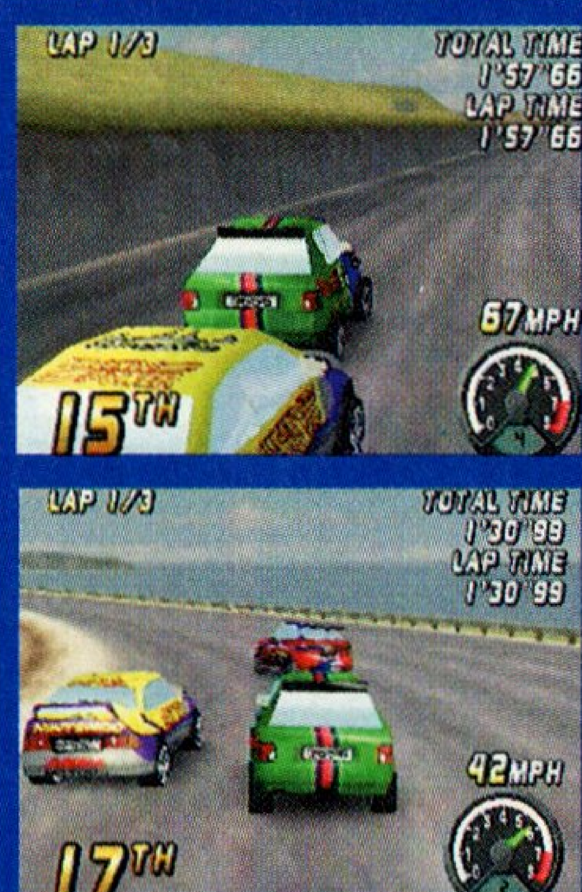




△ Top Gear's camera roams freely to catch your car at its best.

◁ The reflections in the windows are just smashing.







△ Crunches and oofs are bound to arise.

◁ Arcade mode only gives you one opponent. Ho hum.

There's generally one game in the N64 office each month that causes tempers to fray. Tea is spilt. Chairs are knocked over. Controllers are dashed against the floor. Extremes of vocabluary are explored. Timid animals look startled and scamper for cover. Passing old ladies mentally pen letters to the local newspaper. In the past it's been games like *Blast Corps* and *Pilotwings 64* that've got our backs up with their fearsome trickiness. This month it's *Top Gear Rally*.

Top Gear Rally is pretty much as state-of-the-art as it gets, rivalling most coin-ops with its smooth, high-speed 3D graphics. It uses the N64's analogue joystick to allow you to steer your car precisely, it's got four tracks (plus an extra hidden one), its got varying weather, and it's got nine cars of differing speed and ability.

Top Gear Rally is also rather cleverly organised. Instead of having you race on each of the four tracks and then that's it, it instead gives you a series of 'seasons' to race. The first has just two races, on the Coastline and Jungle tracks. The second has the Coastline and Jungle tracks again, but this time with harsher weather, and introduces the Desert track. The third has four races, introducing the trickily twisting Mountain track. The fourth, Winter, has the same four tracks again but with lots of snow. Then, after two extra seasons, Professional and Expert, with even more horrific weather still, secret things begin to happen. And! As you progress from season to season faster cars are made available all in all ensuring that the game has a clear difficulty curve.

And other features? There's an 'arcade' mode, where you race against the clock. There's a two-player split-screen mode. There's a time attack mode with savable ghosts. Cars are customisable before each race and, uniquely, there's a 'paint shop' where you can wreak havoc upon the cars' appearances. Tim inevitably had lots of rude-word-related fun with that.

But is it any good? Read on!



NEW CARS!
Beat *Multi Racing's* standard mode, mirror mode and challenge mode and those two other garages on the car selection screen will open up to reveal two new, super-fast cars. You can't complain about that.

FAST START!
As in most racing games (apart, it would appear, from *Top Gear Rally*), *Multi Racing Championship* gives you the chance to get off to a speedy start if you press the accelerator at the right time before the final light comes on. You want to do it about half-way between the second and third lights. Let the revs get too high, though, and you'll wheelspin embarrassingly.

CROWD PLEASER
Piling on the pressure, Imagineer have arranged for groups of spectators to stand beside the road, chuckling at your mistakes. You can't plough into them, however.



CAN YOU...?
Yes! Reassuringly, both games allow you to drive round the track the wrong way. *Top Gear's* probably the best at it, with *Multi Racing* tending to try to spin you round the right way again whenever you touch the wall.





3-COURSE SNACK

Multi Racing has three courses to race around, all packed with stuff.

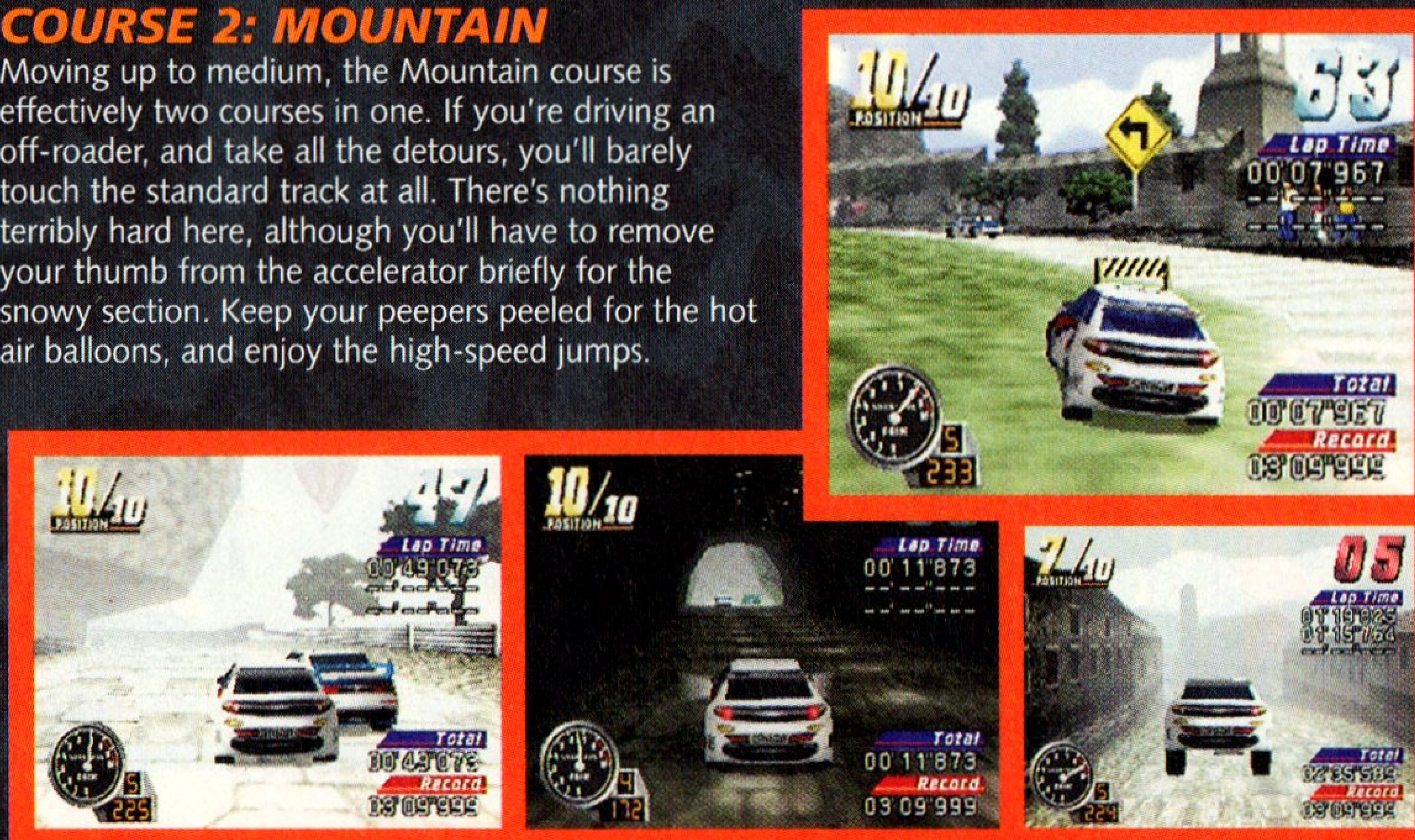
COURSE 1: SEASIDE

Multi Racing's courses are graded from easy to hard, with this one being decidedly easy. It's a brief, leisurely pootle around a bay, with a couple of swiftly mastered short cuts for off-roaders. The only bit to worry about is the hairpin bend towards the end of the tunnel, which tightens up without warning. Keep an eye out for the school of killer whales doing tricks in the sea and some attractive classical architecture. If you don't win here you need to do some serious thinking about your choice of leisure pursuit.



COURSE 2: MOUNTAIN

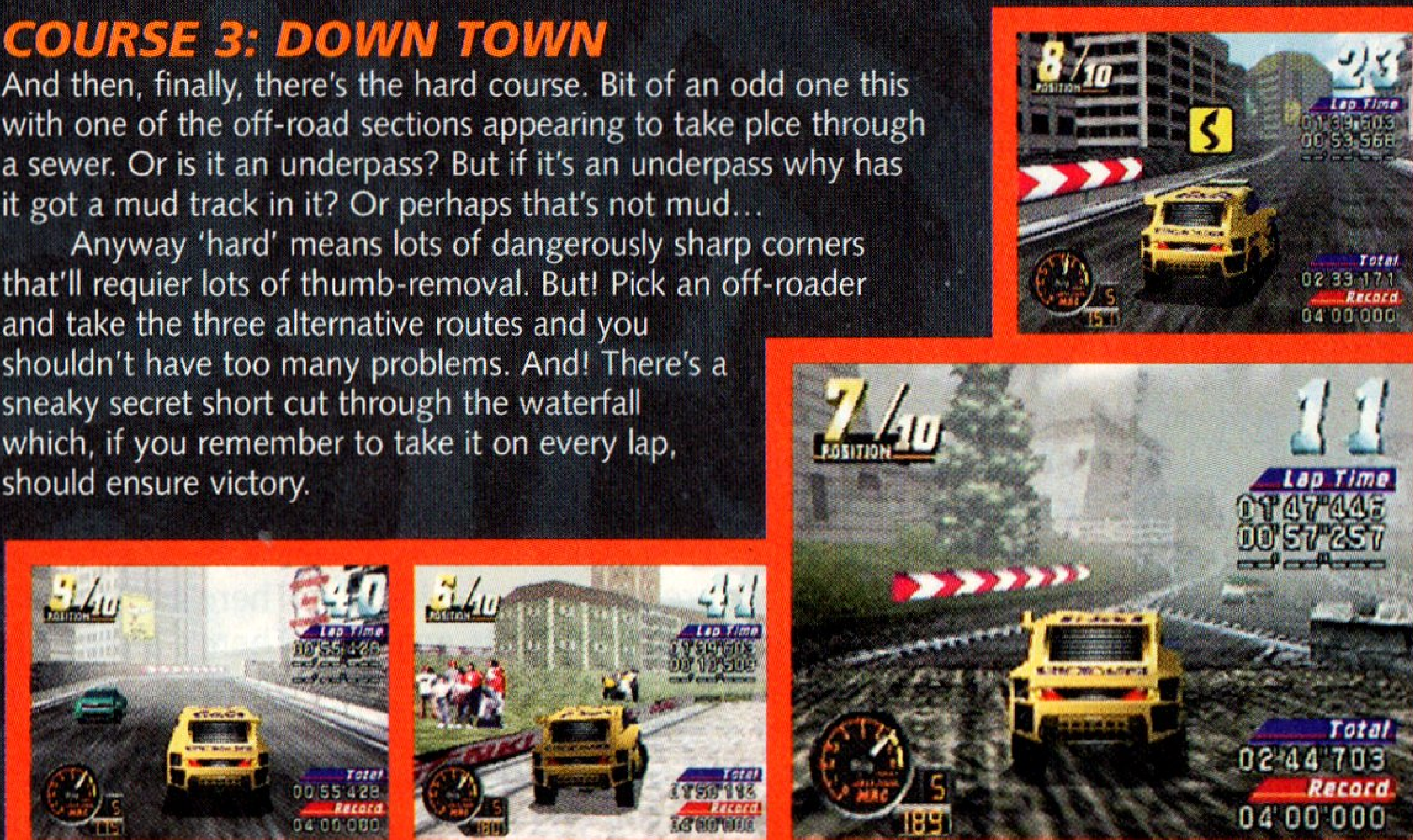
Moving up to medium, the Mountain course is effectively two courses in one. If you're driving an off-roader, and take all the detours, you'll barely touch the standard track at all. There's nothing terribly hard here, although you'll have to remove your thumb from the accelerator briefly for the snowy section. Keep your peepers peeled for the hot air balloons, and enjoy the high-speed jumps.



COURSE 3: DOWN TOWN

And then, finally, there's the hard course. Bit of an odd one this with one of the off-road sections appearing to take plce through a sewer. Or is it an underpass? But if it's an underpass why has it got a mud track in it? Or perhaps that's not mud...

Anyway 'hard' means lots of dangerously sharp corners that'll requier lots of thumb-removal. But! Pick an off-roader and take the three alternative routes and you shouldn't have too many problems. And! There's a sneaky secret short cut through the waterfall which, if you remember to take it on every lap, should ensure victory.



STYLING

Perhaps Imagineer's Nintendo Programming Manual has some pages stuck together, or perhaps they're just trying to be 'different', but *Multi Racing Championship* doesn't look like any other N64 game we've seen so far. Our grey-skinned buddy's special graphical features – anti-aliasing, Gouraud shading and the rest of it – appear to have been forgotten, giving *Multi Racing* a blocky, angular, shimmery look that would better suit a Saturn or PlayStation game. And the colours could hardly be called subtle.

What Imagineer have done, though, is packed each of the game's three courses with as much detail as they could feasibly fit in. There're spectators standing by the finish line, medieval towns and animated waterfalls, along with the odd surprise like a deer running across the track, or some dolphins swimming past, or a plane flying over. But the graphics are rarely more than functional. There's no sense of "Cor, look at that", or "How on Earth have they done that?"

Top Gear Rally is different in every way. It's an N64 game through and through, effortlessly smooth and magically 'real' in the same way as *Pilotwings 64* and *Wave Race*. The roads and their surroundings are gracefully contoured rather than flat and polygonal, with sweeping bends and rolling hills. And it moves as fluidly as real life, only going slightly choppy when there're more than two cars on-screen.

TGR hasn't the attention to detail of *Multi Racing*, however. It's mainly just roads, embankments and the odd house, giving the game a bit of an 'empty' look and leading to cries of "Boring!" from the Overton camp. But N64 effects are used to the full, giving smashing reflections on car windows and puddles of water (which your tyres part as you drive through them) along with some incredibly convincing weather effects. Snowstorms are genuinely scary, for example, and have you following the tyre-marks on the road for clues as to which way the next bend goes. And there are some 'nice touches' like a plane overflying the track on the final lap of the Coastline course and hot air balloons over the desert. The cars themselves are superbly detailed, too, with smooth, shimmy body panels that get dented if you crash a lot.

HANDLING

The way *Top Gear Rally's* cars respond to the track and your joystick waggles is brilliant – better, possibly, than even the best coin-op racers. Each wheel has a mind of its own, and jiggles up and down as it goes over bumps. Crest a hill too fast and the whole car will take off, the wheels dangling down until you land again with a 'crump', the car then bouncing up and down for a while as the suspension settles down.

In Kemco's game you've really got to drive around every bend, slewing your car's tail round to point you in the right direction and then blasting past the apex and out the other side. The only let-down is that, if there's a crash-barrier on the outside of a bend, the quickest way to take the corner is to drive at full speed, slide into the barrier and let it push you around. That way you hardly slow down at all, which doesn't seem right.

So authentic are *Top Gear's* physics that you can drive off the road altogether if you like and gallivant across the scenery, the car still responding accurately as you scramble up embankments and speed across lumpy rocks.

And the crashes! Your car responds just like a real one to mistreatment. Slide off the road and hit a ramped bit of rock with one side of your car and you'll be flipped up onto two wheels and over, like that bit in Diamonds Are Forever gone wrong. Clip an obstacle with the car's tail as you're slewing around a bend and you'll pirouette into the hedge. Come a cropper at night and, as your car flies through the air, its headlights will shine wildly over the scenery.

Try gracefully to clip the apex of a bend in *Multi Racing*, however, and, because the corners are all made up from large, flat-sided ploygons, you'll just crash into a sticking-out triangular point and grind to a halt. So winning races is more a case of trying to stay in the middle of the road, taking your finger off the accelerator on tight corners so you don't understeer into the outside wall. Not nearly so much fun. The tracks aren't bumpy, either, so your wheels are generally planted firmly on the ground.

Both games turn overtaking into an entertainingly tricky business. The roads might appear wide, but when there's a CPU car in front and you're approaching one of the tougher bends they suddenly narrow terrifyingly.

4-COURSE FEAST

You get four courses with Top Gear Rally. (And a secret one too!)

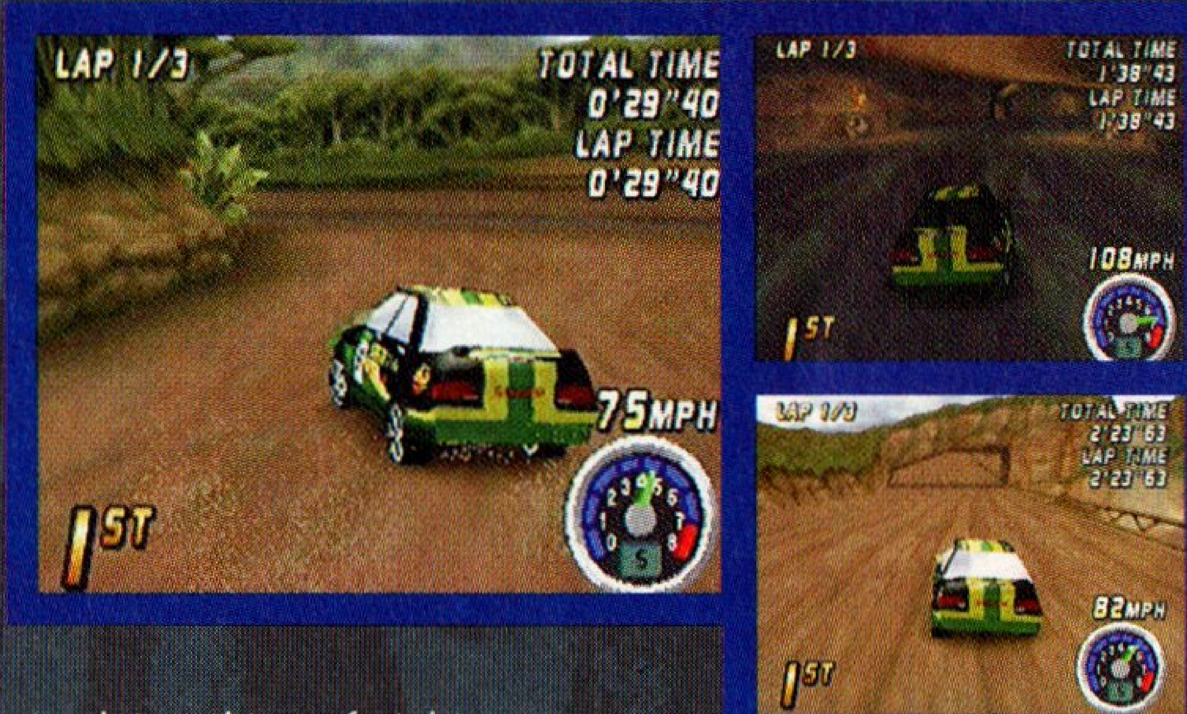
COURSE 1: COASTLINE

The Coastline course winds gently around the outside of an island. Highlights include a lighthouse (switched on even on the sunniest days, oddly), some seagulls, windmills and a sudden drop after a tunnel that has you hurtling through the air. There's an easy short cut across the beach, although the gap in the fence where you rejoin the road can be tricky to spot in bad weather, and another harder-to-find cross-country one. The Coastline course remains easy even on later levels.



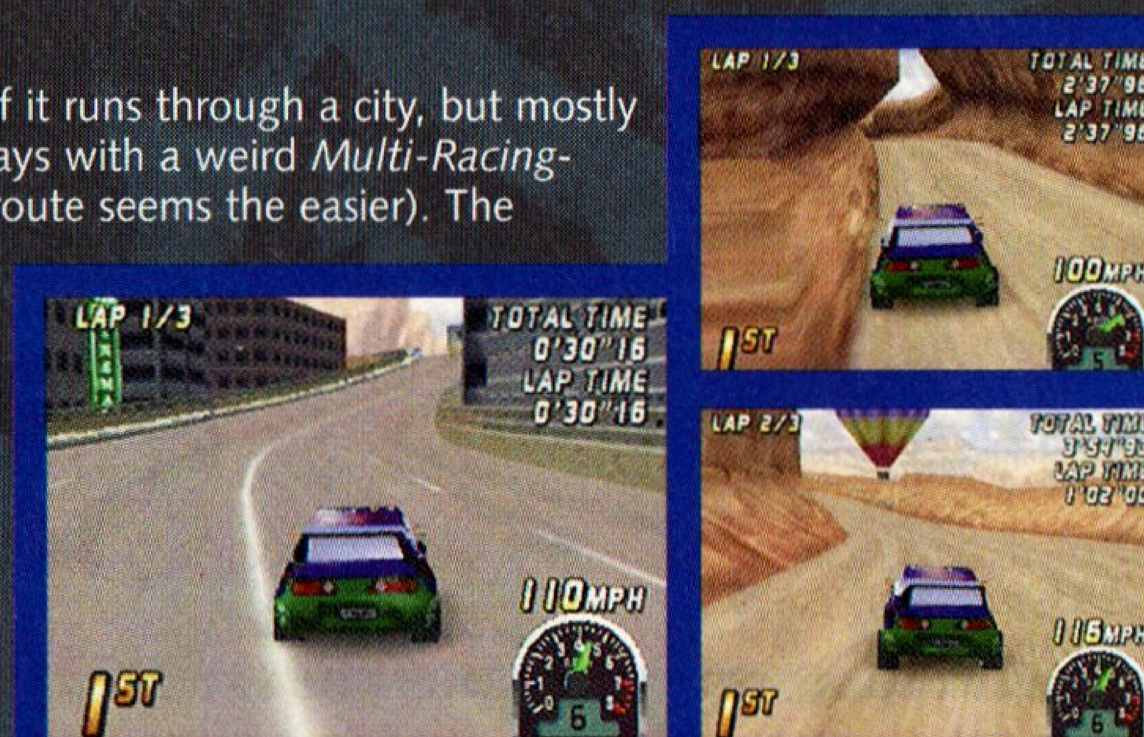
COURSE 2: JUNGLE

Although it appears to be a doddle, with its wide, unobstructed road, the Jungle course has a tricky central wiggly section which, even if you manage to stay on the road, will slow things down considerably. Turn right just after the first bend for a short cut, but watch out for CPU cars coming in from the left as you rejoin the main track. When it's covered, somewhat perversely, with snow, the Jungle track is a thing of nightmares.



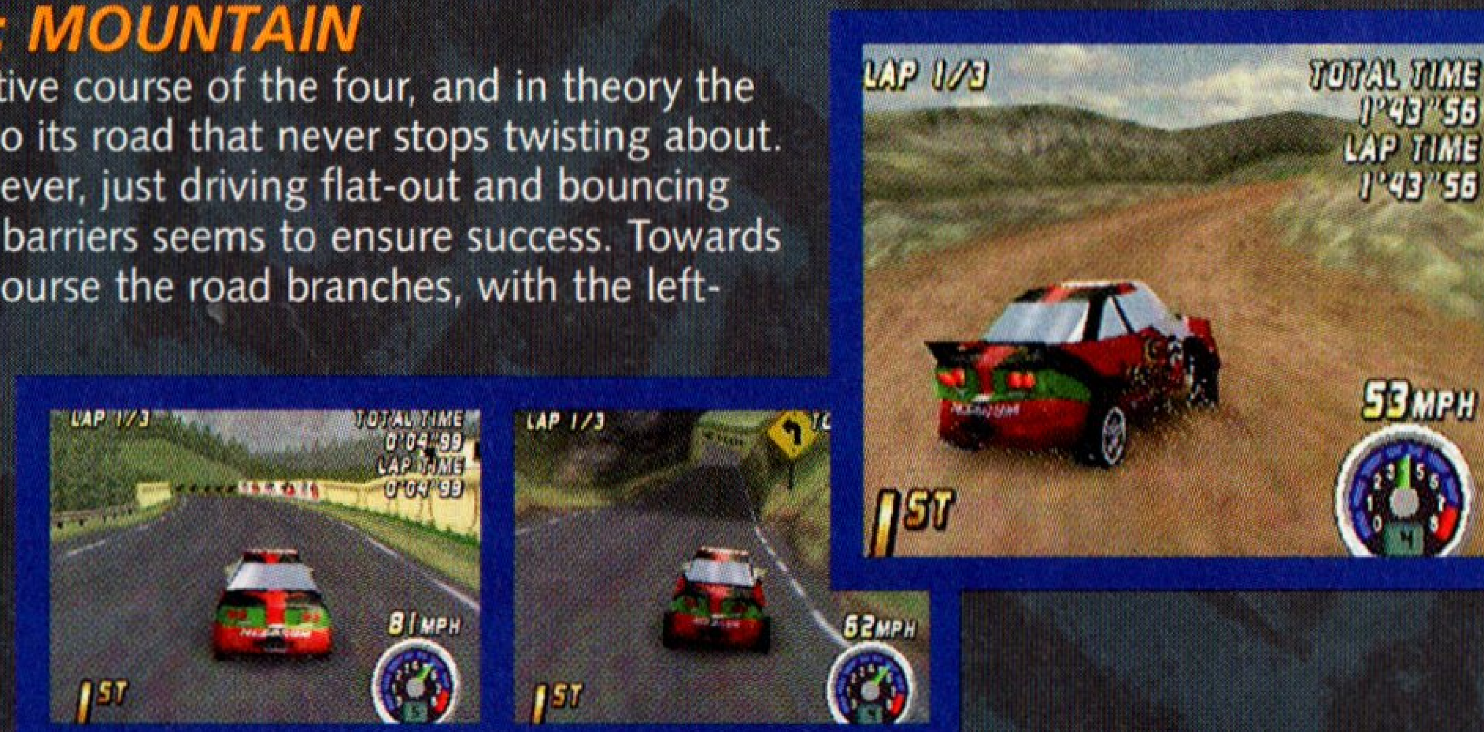
COURSE 3: DESERT

James's least favourite, this. Part of it runs through a city, but mostly it's road-movie-style desert highways with a weird *Multi-Racing*-style branching bit (the left-hand route seems the easier). The problems come in the sections running through gorges, where the road narrows and it's easy to veer off to one side and roll over – especially if a CPU car appears inopportunely. Bumps are placed cheekily before difficult corners, too, throwing your steering into chaos when you need it the most. There's a cross-country short cut.



COURSE 4: MOUNTAIN

The most attractive course of the four, and in theory the hardest thanks to its road that never stops twisting about. In practice, however, just driving flat-out and bouncing off all the crash barriers seems to ensure success. Towards the end of the course the road branches, with the left-hand fork plunging down an incredibly steep hill and saving much time if you can ward off disaster.



SECRETS!

Complete all six of *Top Gear Rally's* seasons and you'll have competed in 21 races. But the fun doesn't stop there. First of all, a secret vehicle becomes available: the milk float. Its stats don't look too promising on the vehicle select screen, but get it out on the track and you'll find it's blisteringly fast. Furthermore, you'll also find that the whole championship is now taking place in mirror mode. Some tracks you'll already know backwards, but mirrored Coastline and Mountain will be a new experience. Get through all that and there's another vehicle to be had – the helmet car. And then another – a sort of bubble. And! During the credits sequence you'll also have been given a tantalising glimpse of a fifth, hidden track set in some sort of post-apocalyptic wasteland. It looks superb, with all sorts of obstacles to dodge. How do you access it? We have our people working on that right now…

HMM…

Although the vehicles in *Top Gear Rally* are ostensibly 'made up', car buffs will notice uncanny resemblences with models from real-life manufacturers. 'PS', for example, could easily be confused with a Porsche 959. 'LD' and the Lancia Delta are surely related. And 'SP' is the spitting image of a Toyota Supra. Similarly, 'M3', 'IP', 'CE', 'ES', 'N5' and 'RS' all have twins in the real world.





GO! GO!

MULTI RACING CHAMPIONSHIP

6 VISUALS
Plenty of detail, and admirably fast, but it all looks a bit crude.

8 SOUNDS
The co-driver's speech is a nice touch, if rather repetitive.

6 MASTERY
The N64's Controller is used to the full, but graphically there's nothing special here.

5 LIFESPAN
A matter of hours rather than days, with only the two-player and ghost modes lasting at all.

VERDICT
A nippy, accessible and generally enjoyable racer. But it runs out of road all too soon.

71%



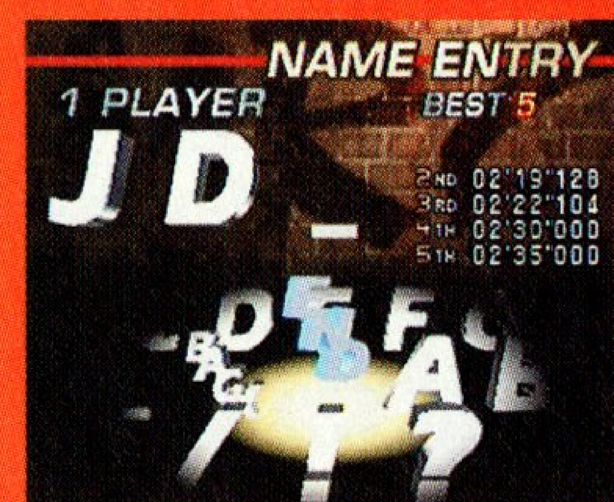
There's a rotating 3D map for each of Multi Racing's three courses, allowing you to study the branches. Top Gear makes you seek out short cuts unaided.

As you tweak the various settings of your car, the camera zooms in on the relevant anatomical area. This pleases us.




Your wheels don't leave the grougn all that often in Multi Racing...

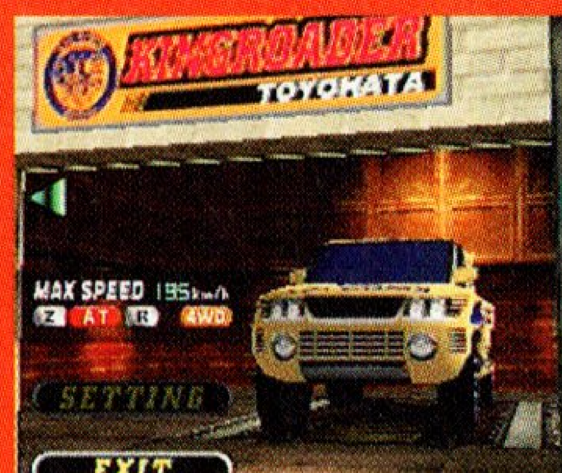

...but when they do your stomach will shift.



We're particularly enamoured by Multi Racing's high score table, which is in 3D.

Thoughtfully, Multi Racing provides road cones, crates and so on for you to career through, something more racing games should do.

'Left!' 'Right.' 'No, left!'



The car select screen is great, with you strolling past a series of garages. Two mysteriously remain closed.

UK CONVERSIONS
We'd only seen the US version of *Top Gear Rally* at the time of going to press, but Boss Game Studios (who've programmed the game for Kemco) promise the UK PAL version will fill the whole screen and won't be noticably slower than the NTSC one. Indeed, they say it actually "gives a better impression of speed". Good.

TOP GEAR FOR TWO

If you fancy taking on someone else at *Top Gear Rally* you'll want to select the arcade mode and go for two helmets.



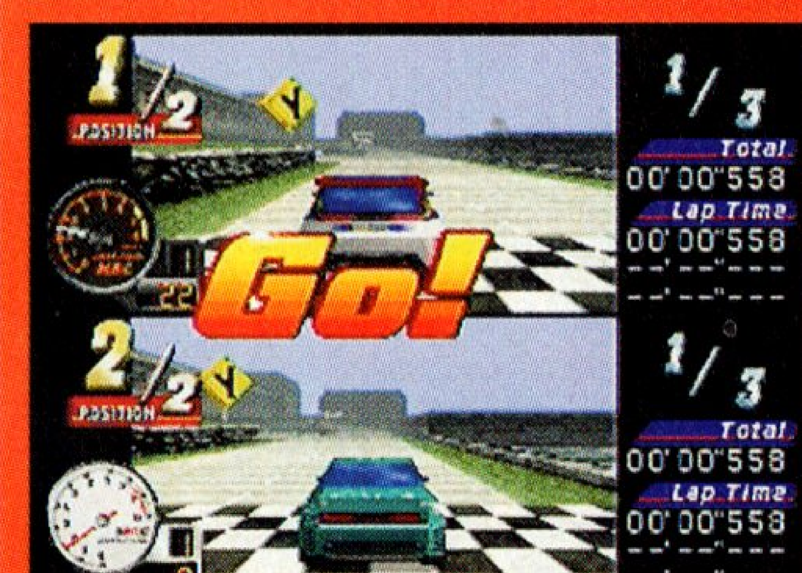
Notch up a decent performance in the championship, though, and you'll be able to take some of the more decent cars out. Much more fun.



You'll only be able to choose the slowest cars to begin with, making for perhaps the most tedious two-player game we've ever, ever seen.

MULTI-PLAYER MULTI RACING

While *Top Gear Rally's* two-player mode takes a while to get in to, you'll be able to jump straight in to *Multi Racing's*. And it's splendidly competitive.



As in Top Gear, there are no other cars on the track. It's just you and the pal of your choosing.





Player 1 is doing tremendously well here, while Player 2 is heading for a wall.

OWNERSHIP

The trouble with *Multi Racing Championship* is that it's all over too quickly. You've got to come first on each of the three courses (*Top Gear Rally* lets you get away with seconds and thirds as long as you get the required number of points overall), but that'll take you maybe two or three attempts per track and then the credits roll and you're into mirror mode. The idea of different vehicles and should-I-take-the-short-cuts-or-stick-to-the-easier-but-longer-route? decisions goes out of the window – just pick a four-wheel-drive truck that's good at off-roading, like the one with Ocean logos on it, take all the short cuts and you'll invariably win.

Meanwhile, there are several stages of *Top Gear Rallying*. First of all it seems incredibly slow and boring, because you're restricted to the weediest cars for the first, two-race season. Persevere, however, and you'll reach the stages with faster cars, which is when *Top Gear Rally* really becomes fun. And then, later on, when you're in the fastest cars and the weather's turned nasty, *Top Gear Rally* gets difficult almost to the point of being frustrating. On the Professional season, for example, when you're on the slippery Jungle track, mirrored of course, and it's snowing, it's virtually impossible to keep the car on the road unless you concentrate utterly. And, whereas in *Multi Racing* if you crash you just slow down a bit, in *Top Gear* you have to wrestle to get the car back under control, possibly having to perform a three-point turn to face the right way again. CPU cars are also troubling, with the slightest brush with one tending to send you veering into the roadside while it carries on unflinchingly. Much quitting and restarting tends to result, along with – here in the **N64** Magazine office at least – considerable creative profanity.

So *Top Gear Rally's* multi-season approach, upping the difficulty as you progress, easily trumps *Multi Racing's* three-races-and-that's-it structure. Elsewhere, both games include a split-screen two-player mode, although, bizarrely, *Top Gear's* won't let you use the better cars and tracks until you've reached them in the championship. And, as well as a really good two-player mode, *Multi Racing* has the advantage of coin-op-style checkpoints, which means you're racing against the clock as well as the other cars. *Top Gear* does this too, but only in a separate arcade mode.



The Paint Shop is like a mini Mario Paint, allowing you to tinker with the decoration on each of the cars' body panels...



...Jonathan opts here for a sinister black car.



The from-behind-the-car view is best, but it's worth giving the terrifying strapped-to-the-bonnet view a go, especially when you've got the faster cars up and running.



N64 Magazine Star Game

Drive irresponsibly and your car will look like this by the end of the race.



To complete one of Top Gear Rally's seasons you'll need to accumulate a certain number of points, allotted depending on how well you do in the races. Try your best to come first in the easier Coastline and Mountain races.



The first secret car in Top Gear is this rather fetching milk float. Contrary to appearances, it goes like the clappers.

Battle mode gives you the now-traditional ghost to race against. It's not very scary, though.

TOP GEAR RALLY

8 VISUALS
Superbly fluid, with every N64 special effect brought to bear. A little 'empty', perhaps.

7 SOUNDS
Suitable roars and screeches and better-than-usual music.

8 MASTERY
Coin-op-rivalling graphics, complex car dynamics and piles of secret stuff. Truly 'N64'.

9 LIFESPAN
With clever structuring and the way it toughens up considerably later on, this'll last for ages.

VERDICT
Annoying at times, but at last the N64 has a racer to be proud of.

86%

FACTS AND FIGURES

	Multi Racing Championship	Top Gear Rally
Tracks	3	4 + 1 secret
Cars	8	9 + 3 secrets
Max. players	2	2
Views	2	3
CPU opponents	9	19
Short cuts	yes	yes
Hidden cars	2	3
Hidden tracks	none	1
Control options	Custom	5
Top speed	156 mph	182 mph
Cart size	96M	96M
Saving	Controller Pak	Controller Pak
Rumble Pak Compat.	yes	yes
Weather	day/night	day/night/rain/fog/snow
Price	£TBA	£TBA
Available	October	November

VERDICT

Arcade-style N64 racing games have a tricky brief to meet. Coin-ops are designed to be played for a few minutes at a time, and therefore generally just have one or two tracks and simple options. But that's no good for a £60 console game, which needs to last for months. So *Multi Racing* and *Top Gear's* designers were faced with the task of packing their carts with the same level of realism and detail as coin-ops like *Sega Rally* and *Ridge Racer*, while at the same time trying to make them challenging in the long term.

On paper, *Multi Racing* looks like the more enticing proposition, with its novel short cuts and feature-packed tracks. It's the more accessible of the two games, too – it's easy to master the controls and you'll be winning races in no time. But it's *Top Gear Rally* that'll keep you occupied for longer. It might only have one more track than *Multi Racing* (secret one not withstanding), but by cunningly re-using the four of them with different cars, different weather and mirroring, it gives the impression of having hundreds.

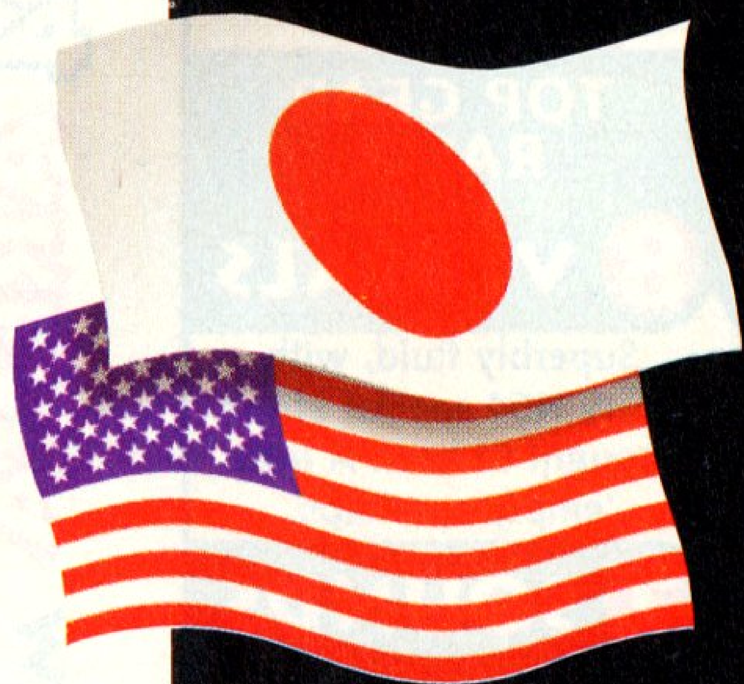
Top Gear's the more N64-worthy game, too. It's got the uncanny fluidity of the the best N64 games, and its belief-defyingly realistic handling is hard to imagine on any other console, even if the physics can break down at the most irritating moments. *Multi Racing*, meanwhile, isn't that far removed from something like *Screamer 2* on the PC.

And *Top Gear Rally's* more involving, too. *Multi Racing's* fun, but speeding along its roads could never be called exciting. With *Top Gear* you're clinging to the road by the seat of your racing overalls, making every twitch of the joystick count. Although we may have called it every rude name our misguided upbringings have equipped us with, it's at least provoked some sort of positive emotional response.

But the crux of it is that we finished *Multi Racing Championship* on the first day we got it – it really is far too short and easy – and haven't really returned to it since. (That's why, in an unprecedented move for **N64** Magazine, I've shaved a few percentage points off *Multi Racing's* original score – *Top Gear Rally* has put it into perspective somewhat.) Meanwhile, we've been playing *Top Gear Rally* on and off for a fortnight now and still haven't reached the hidden bonus track. And we're resolved to do it, even though, to be honest, we're now being driven on more by gritty determination than enjoyment.

While neither game's quite the non-stop-fun racer the N64's begging for – the N64 is still to find its *Wipeout* or *Ridge Racer* – they're both jolly good, and either would be an asset to any N64 cart storage system. And if we had to choose, of the two it's definitely *Top Gear Rally* we'd rather be handed the keys to.

JONATHAN DAVIES



From this page on, every game reviewed in N64 is only available on Japanese and US import. We'll do more in future issues on any that're released in the UK.





Nice explosions, yes, but.... well, I've a jigsaw that needs doing.

BAKU BOMB

MULTIPLAYER MODE

***Bombermans* of old had their strengths in their multiplayer modes. How does *Baku Bomberman* cope with three dimensions to work with?**

ARENA 1
The Rock Garden

Simple fare, as the rocks quickly vanish to leave an open plain for some unsophisticated scrapping. Use the slide to outgun anyone trying to throw a bomb at you.



ARENA 2
The Ocean Rig

Staircases connect the platforms over the ocean, and one wrong foot is enough to send you to Davy Jones' Locker. Which often happens when you can't see where you're going.



ARENA 3
The Ziggurat

Grab the extra bombs and then return to higher ground. From the high altar, your bombs will rain down on attacking infidels.







△ *One of the (admittedly) natty bosses. Note sharp spike and resulting leapage. Painful.*

◁ *The villains attack in their multi-themed four-world fortress. As you do.*



△ *No, we can't understand it either, but there's a definite air of menace. Yoiks!*

We've been looking forward to it for months and, well... Oh dear.

Baku Bomberman		
HUDSON		
Out now	64M	1-4
14th November	~~Controller Pak back-up~~	On-cartridge back-up
¥6980 (Approx £35)		

ERMAN

ARENA 4
The Great Hall

Yes, yes, so you can run about in the rafters, great, but look at that – we're all still alive, but because it's in 3D we can't see anyone else. Or most of the hall floor. What the...?



ARENA 5
The Long Grass

The twist here is that you can hardly see any of the bombs or power-ups because of the thick vegetation. A criminal absence of imagination.



ARENA 6
The Power-up Pit

All the power-up blocks are in that pit in the centre, so sensible players steer clear and diagonal-slide the fools who ventured in. Easy.



GO! GO! ▷

HAMLET IT AIN'T
Welcome to Planet Bomberman. Yes, you thought they were just a bunch of inch-high anarchists kicked out of Legoland for subversive and incendiary behaviour (that kind of thing never goes down well in Denmark). But it seems that the little bomberfolk actually come from a quiet, peaceful world – much like Denmark, in fact – that's been invaded by – Strewth, these game plots don't get any better. Er, ok, forget this nonsense.



STORY MODE

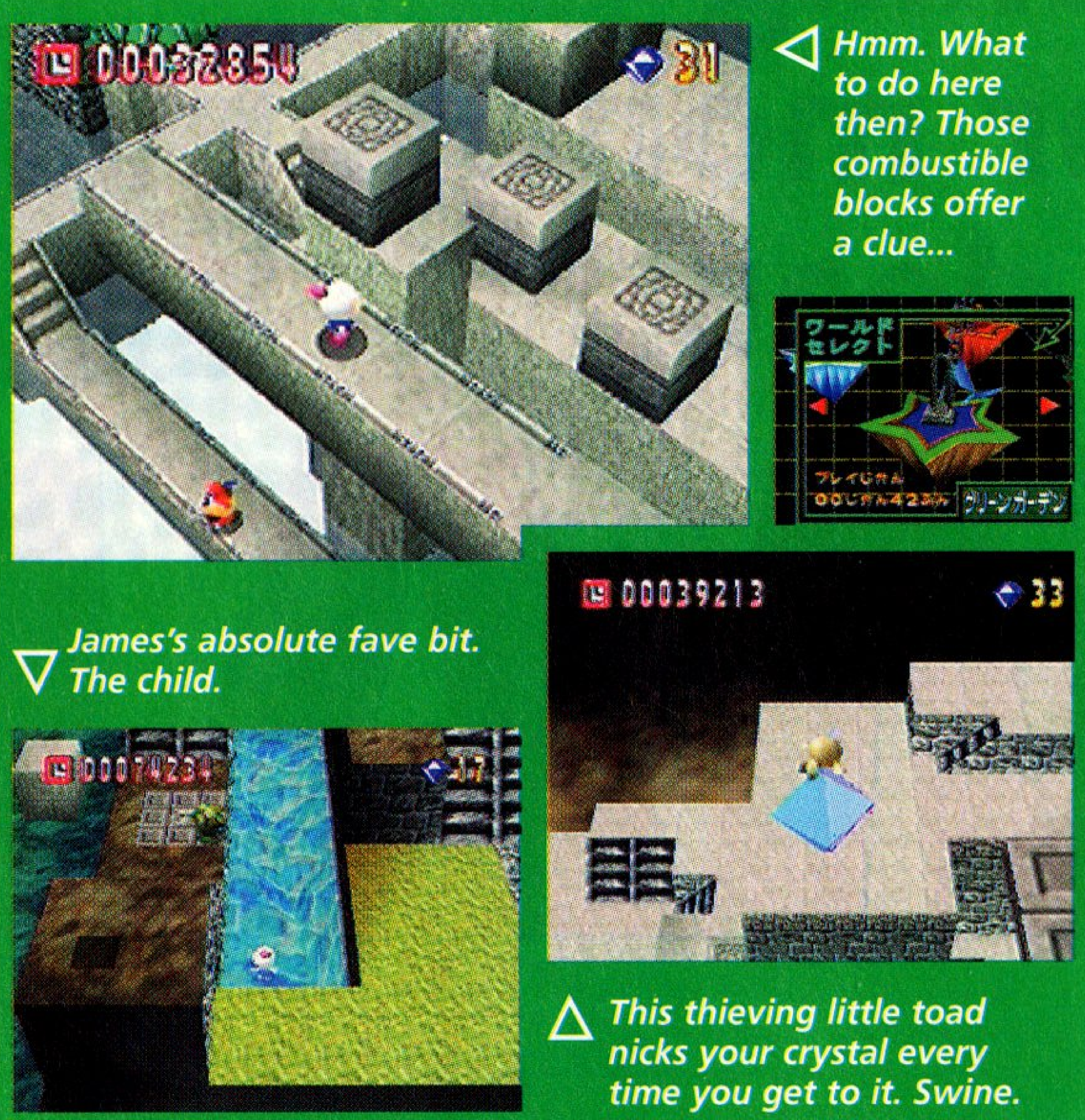
Like the battle match, this is a reworking of old characters and ideas from earlier instalments in the 16-bit *Super Bomberman* series. Levels are divided into five themed worlds, each one dominated by a sinister evil bomber who must be defeated. As you progress, your reward for solving the platform puzzles is to acquire new abilities that will open up other sections – the familiar non-linear structure allowing you to zip back and forth between solved areas.

Green Gardens



Plenty of easy puzzles to start you off, including a few hidden keys that simply require the use of different camera views to find them. To find the last green switch tile, slide your bombs under the caged enclosure to destroy its supporting columns, then enter from the roof.

Best bit: *Floating down the stream on the express route back to the first area.*



Hmm. What to do here then? Those combustible blocks offer a clue...

James's absolute fave bit. The child.

This thieving little toad nicks your crystal every time you get to it. Swine.

Blue Resort



Running water dominates this level – which is deadly to *Bombermen*, in this case – so the goal is to activate bridges and make your way across without falling in. Use the bounce to trigger high switches and try blowing up everything (including the trees). Shame about the pop-up on those fishies, though.

Best bit: *The little soldiers with guns, on patrol.*



Note the positioning of the bombs....

...And bang! Blow-uppable scenery. Smashing.

ROBOTIC PLASTIC FANTASTIC

Even if the game's not all it ought to be, the world of *Bomberman* is still a beguiling place. All the rage at the moment in Japan are Super B-Daman men, little bombermen who fire marbles from their tummies. We've had several populating the N64 office this month, including one that sits inside a clip-together robotic exoskeleton that transforms into a unicorn, and one who's been seemingly assimilated into a giant marble-firing machine. If you fancy buying a Super B-Daman or two of your own, give Project K a call on 0181 508 1328.



"Um... the dog ate it... Then I left it on a bus, er, tube train... And before you know it, this gang of – ooh, there were twenty of them – no, forty, I tell a lie... Look! It's the Goodyear Blimp!"

Right now, somewhere in Japan, I hope that somebody is explaining to Hudson Soft's board of executives just how they misplaced a tiny jewel of classic gameplay that had been entrusted to the company's 64-bit development team.

If we may make so bold, **N64** Magazine speaks for the overwhelming majority of players when we say that the solo puzzle mode never actually interested anybody, ever, and it was only the multi-player battle match that earned *Bomberman* its reputation as an exemplary video game. With a full roster of four human players, that simple concept – smithereen or be smithereened – provided the ideal vehicle for exacting revenge and establishing superiority over the mob.

White Ice



It's that old favourite – or not – the slippy slidey ice world. There's even a really annoying blizzard that obscures your view, so that you keep falling into precipices. Search those cabins for the switch to the chair lift and ride on up to the glass plateau, where an under-the-ice view reverses your controls...

Best bit: *Setting off a bomb in the wrong place and having an entire avalanche chase you down the mountain.*



Your camera view is reversed for this part, making travel across the frictionless ice a touch risky.

Your starting point. "Where am I?!"

"OK, now I'm REALLY scared."



One of the games few true high points – the avalanche chase. "Run!"

Red Mountain



Most of the rock formations here are destructible. Just keep blasting away for all the power-ups you care to collect, but watch for the indestructible ones – these are really flame-spitting enemies. You can fall off the edges here, though – normally when one of those volcanic eruptions has you running about dodging the earth's exhalations. Watch for shadows to tell of imminent impact.

Best bit: *Seeing little enemy chaps frazzled at random by the volcano's own rain of magma..*

With one look at this hellish vision, Wil yelped like a girl.





"Gotcha! I may have no fingers, but I bomb like a good 'un."



Bad Boy, here, is about to get a taste of his own medicine.

PLASTIQUE TECHNIQUE NO. 1
One of the cheaper tricks at your disposal in battle mode is the diagonal slide kick. For some strange reason, bombs don't stick or stop dead when they encounter a surface obliquely: they'll just slide along it, snaking their way through block after block in a completely unpredictable fashion. Enough to catch out your human opposition, at least.

PLASTIQUE TECHNIQUE NO. 2
Thank heavens the manual detonators are still in place, allowing you to practice at least something approaching a classic tactic. Simply lay your bomb, slide it with a kick and detonate it with the Z trigger as soon as the blast range encompasses your enemies. And there ain't a thing they can do about it!



Indeed, we recall that many a hectic day on Super Play was soothed away with a SNES multi-tap and reasoned arguments like "Look, Blue's going to win – you'll just have to sacrifice yourself to take him out."

Anybody with similar fond recollections is in for a major disappointment. Quite simply, Hudson's designers have lost the plot. This isn't a sudden change of direction: they've been heading down this ingenuous path, step by step, since *Super Bomberman 2*. By which we mean that they've been concentrating their efforts on the solo puzzle mode that most reviewers only ever mention in passing as a mild diversion from 'real' *Bomberman* – if they mention it at all. At the same time, and to their considerable discredit, they've consistently trivialised the battle mode and everything that made it great, ditching some of the best features and messing around with faddish gimmicks in a manner that suggests they never quite understood just why the original was so popular.

This year, the gimmick is (drum roll) It's all in 3D!

Bucket

And after that little flourish, Hudson's wellspring of ideas returns empty buckets. With something so quintessentially 2D as a grid-based overhead maze battle, wouldn't you have thought that upgrading *Bomberman* to include a whole new dimension would require complete re-interpretation, perhaps an entirely radical concept or playing twist? If it was going to be any good, that is...

What you actually get is a half-hearted version of the original, based on the same old mechanics but heavily compromised to suit a 3D view. Matches degenerate into circuitous dashes where blindly luzzing your artillery into the middle and running away is just as likely to succeed. Let's take a look at some of those points in detail:

● ***The arenas are too small***
The side walls converge towards the vanishing point, naturally. Sometimes the bombermen themselves look too tiny to notice, or vanish behind staircases where you just can't see what's going on. We're still hoping for more options and secret levels to open up, because the selection is shockingly limited.

● ***Freedom of movement is given too much consideration***
Using the analogue stick lets you roam in any direction, so they've removed any busy kind of maze layout to leave wide open spaces. Trapping somebody in a cul-de-sac with a bomb is thus a rarity. Also, bombs now explode in a 'hemisphere', rather than a vertical/horizontal cross, so that judging the blast radius with any degree of accuracy is impossible. No more beautiful instances of precision play as you stand just close enough to escape with singed eyebrows.

● ***You're stunned by collisions***
Get hit by an enemy or sliding bomb and you're dizzied, unable to react (for far, far

GO! GO!



COMPLETELY BOMBED

So you've developed an entire *Mario 64*-style set of game worlds and filled it with platforms, precipices, bridges and waterfalls. One small problem: Bombermen aren't renowned for their athletic abilities. In fact, they can't do much more than run around dropping explosive charges. Could this be a new set of tricks we're about to learn? Hmm, could be...



The Bounce

Bombermen can't jump, but they can bounce off bombs if they fall onto them. So when you need to cross a gap in the path, simply pop a bomb down the hole and use it as a stepping stone before it goes off. Remember that, with manual detonators, your bombs can be left in place so that you can cross destructible blocks too.



The Tower

A bomb will only come to rest if it finds its own space. Drop one on a monster or another bomb and it will bounce onward unless stopped by a wall. Throw another bomb on top of this and it makes it way to the top of the pile, bouncing away until detonated or release. With enough bombs collected, you can build your tower to reach high treasure crates or to initiate an enormously tall explosion.



The Blast

The explosive force of your bombs isn't solely destructive. You can operate doors and switches with this, as before, but it's also used to clever effect. For example: simply slide a bomb under this hole, run up the stairs, stand on the platform and, if you're fast enough, you'll take the express elevator to the second floor.



The Balloon

Press A+B simultaneously to ready a grenade, then pump away at the A button repeatedly to inflate it. When it glows briefly, you can throw it like a normal bomb – but don't try to slide it. The explosion is of equally exaggerated proportions, reaching blocks previously out of reach.

bombs away

A quick guide to the power-ups, that's what you'll be wanting in this kind of situation, we feel. Here we go then...

Bombs
This increases the number of bombs you can lay on screen at any one time. Three or four is useful for most tactics – any more and you're likely to come a cropper on your own detonations.

Flames
These increase the blast radius of your bombs. Previously, this was always a good thing. Now that dodging round a corner isn't an automatic option, though, you're sometimes better off sticking to small explosions.

Lurgy
Not the official name, we're sure, but this covers a multitude of horrors that afflict the careless player who fails to check their collectables beforehand. Effects include becoming very big (and turtle-paced), shrinking, becoming a human torch, or losing all your bombs.

Manual Detonators
With this superb extra, you no longer rely on troublesome timer fuses. Once laid, your bomb will sit dormant until (a) something else blows it up, or (b) you choose to explode it with the Z Trigger. A trail of bombs can be detonated individually in the order they were laid.

MAN AT T'N'T
As you play through Story Mode, look out for hidden accessories – shades, hats, big boots – that you can collect to build your own customised B-Man (or Bomberfemme, for that matter). The idea is that you can save your creation to the controller pak, take it round a friend's house and play against them in battle match with your own little fashion victim



too long). In other words, those definitive *Bomberman* moments where you'd play chicken with a ticking bomb – punching or sliding it back at the perpetrator and hoping they wouldn't have enough fuse left for its return – just don't get a look in any more.

● ***Power-ups are irrelevant***
The analogue stick determines your speed, so collecting speed-ups is out. Everybody starts with a slide kick (press A again) and a throw (press A+B) so the opening technique of efficiently razing blocks, harvesting the maximum number of icons in the shortest time and making killer combinations before the others have even powered up has been eradicated. Nor can you blow up free icons to hinder others. It pains me to describe this, but practically all of the strategy and quick-wittedness has been eradicated.

● ***Winning can be random***
It had been an exhausting and disappointing evening when we first put *Baku B-Man* through its multi-player paces, but we played on in the hope of finding some positive and upbeat innovation we could highlight. So picture our expressions when, following the 'Hurry Up!' warning that we were running out of time, the match was brought to an abrupt end by a deadly shower of flaming meteorites that fell in random locations and arbitrarily decided the victor of the bout. To borrow a phrase:

Hudson, you have messed up.

OH, JUST ME THEN

Which leaves us with one-player mode, seemingly the focus of this entire release. When it isn't being tedious, this mode just about works. There's not much to it, admittedly, and it suffers from all sorts of minor annoyances – such as having to work blind when the environment obscures your view; enemies who regenerate out of sight, in places you thought you'd cleared; exploration puzzles that hide things from the usual perspectives. And for such a small, simple 3D environment, the regular pop-up is quite inexcusable.

Protracted it is not, however. Most of the puzzles are pretty easy once you've got to grips with the tricks and devices involved, and it's only the necessary slogging and footwork accompanying each one that gives this mode any sense of long-term challenge. If you don't get stuck then you'll finish it in about a week, maybe even a dedicated weekend. Nothing we'd wholeheartedly recommend, therefore.

So don't be taken in. Although it looks like *Bomberman* and feels like *Bomberman*, it doesn't take long to realise that so much of what rightfully earned *Bomberman's* colossal status is foolishly missing. This is – sigh – the kind of 64-bit sequel we could do without.

Oh, and if you're travelling on the Tokyo underground this weekend, could you check under your seat? It's got to be somewhere.

ZY NICHOLSON

ACCESSIBILITY
The puzzles might take longer to suss without a readable manual, but bombs have played a major role in the history of cultural exchange.

6 VISUALS
Competent, but not exactly ground-breaking. Some pleasing effects.

4 SOUNDS
Sounds just like the dear old SNES games, frankly, and very jolly for all that.

4 MASTERY
The familiar 2D notions are ruined or lost in 3D rather than enhanced by it. Sorry.

4 LIFESPAN
Without a decent battle mode, *Bomberman* must rely on a small, shaky 3D puzzle platformer. A short fuse indeed.

VERDICT
Briefly diverting, but a genuine disappointment for *Bomberman's* most devoted fans. They've really lost the thread this time.

50%

TO BE CONTINUED... We'll have a review of the UK version of *Bomberman* in the next issue. Or possibly the one after.

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F64(11)

J-LEAGUE DYNAMITE SOCCER

J-League Dynamite Soccer		
IMAGINEER		
Out now	64M	1-4
Unlikely	Controller Pak back-up	Cartridge back-up
Y7,500 (Approx £37)		

Dynamite? Hardly. Still, it's better than *FIFA*...

TEAM 17
Let's be honest, who the hell are Purple Sanga anyway? Or Reysol? Or The Antlers? Here's a quick guide to each team's How Good factor using Premiership teams...

Avispa: Unfavoured, Wimbledon.
Sanfrecce: Difficult to beat, Leicester.
Vissel Kobe: Rubbish hair, Sheffield Wednesday.
Grampus Eight: Aces, Man Utd.
Verdy: Mid-tablers, West Ham.
Jef United: Useless, Barnsley.
Reysol: Strugglers, Southampton.
Red Diamonds: Big ideas, Bolton.
Antlers: Competent, Aston Villa.
Flugels: Promise much, Liverpool.
Marinos: Unexciting, Tottenham.
Bellmare: Triers, Derby.
S-Pulse: Dynamic, Arsenal.
Jubilo: Top Five, Newcastle.
Purple Sanga: Survivalists, Coventry.
Ceroro: Scrappers, Barnsley again.
Gamba: Dull, Leeds.









Goooooaaaaallllll! Yep, that's one for the scrapbook. A delicate chip into the area then a net-bursting volley home. Nice.

Will he, won't he? The goalkeepers in Dynamite are teasing like that.

Midfield battles are common. But, by using the Z-Trigger you can escape the crowds.

It's a middle-of-the-road game but it still has you on the edge of your seat. No, really.



Anyone who can cast their mind back to the heady days of *Super Soccer* on the SNES will remember that, for a couple of months, it was really quite enjoyable. And then *ISS* came along. Sadly for Imagineer's game, *ISS* got there first on the N64, meaning *Dynamite Soccer* has all the impact of a 0-0 draw. In the Dr Marten's Premier Division.

If there are redeeming features in this second J-League outing then they do a successful job of hiding themselves. The visuals plainly stink. They're hardly an improvement on *Super Soccer* itself (and that's *five* years old), with the sprites – yes, sprites – only able to move in eight directions. Add to that their animation, or rather lack of it, and the ball, which is patently far too big, and you've got a complete and utter mess of a game before you've even begun.

The emphasis of *Super Soccer* is, presumably, on the less serious side of football. Or maybe the thinking is that you don't have to have the sheen of motion capture and technical excellence to have a solid, playable game. Which you don't. But a combination of under-responsive controls and a lack of actual football mechanics ensure this leaves you dissatisfied and, ultimately, winding your way back to *ISS64*.

Where's the magical through ball? Where are the player-reaching passes? Where's the variation in goal scoring? Where, indeed, are the simple little touches – backheels and flicks and stuff – that made Konami's title so phenomenally good and so easy for football followers to relate to? Sadly missing, that's where. This is the game stripped down to its basics. And the transition from the Premier League of *ISS64* to the non-league, up-and-under of *Dynamite Soccer* isn't a particularly smooth or enjoyable one.

So, how's it managed to sneak into the mid-60's, then? Well, persevere with it (and, strewth, does it take some perseverance) and you'll discover that, for all its stinking great, size 15 faults, there's something strangely enjoyable about it. However, you *definitely* have to familiarise yourself with the way it plays first. The buttons are pass, long pass, shoot and dribble. Hardly mind-taxing but, nonetheless, they all prove surprisingly ticklish once you're playing.

Passing the ball, see, doesn't necessarily mean you'll find a team mate. Consequently you have to work harder in-game, using the pitch map and scouting around for forward running players. In order to aid your quest, there's the dribble facility which is actually – shock! – quite clever. It's a far cry from *ISS64's* close-control variation, instead opting for knocking the ball in front of you and

BEST OF THE WORST

As if to rubber stamp its place as *ISS64's* poorer brother, *Dynamite Soccer* bypasses the World Teams option in favour of a Japanese Select which takes the form of Japan East and Japan West. It's hardly Arsenal-Tottenham (more like Exeter-Torquay), but closely fought contests with a liberal handful of controversy are always guaranteed. The crowd don't get any more excited, though.



△ *Real excitement on the field of play in this East-West encounter.*



◁ *Fouling. An essential part of any N64 football fan's game. Make sure you can.*







◁ *If Japanese players really do look like this, it's little wonder the J-League is about as convincing as the Vauxhall Conference.*

running onto it. This allows you to gracefully and firmly out pace defenders as you peg it towards goal in pleasing Ryan Giggs fashion.

Also, as a general rule, if you tap the pass button, you or one of your team mates will always be quickest to the ball (unless you've completely mucked it up), meaning you'll very rarely lose possession in frustrating positions. It's a warm feeling watching your midfield danger man slide-rule a ball between two defenders, setting up your striker for a winning goal. Mmm.

So, a mix of the really good and really very bad, then? Yep, 'fraid so. Of course, the fact that you can score from the same position every time doesn't help. But at least you feel like you're in control of proceedings, whereas in *FIFA 64* you may as well have been trying to control a recently beheaded chicken.

It'll probably sell nicely in Japan, what with it having a J-League licence and all, but with it unlikely to see a UK release, only genuine footballing N64 fanatics need bother apply…

TIM WEAVER

Route one

2-1 down? Only minutes left? About to crash out of the cup in dramatic style? Worry not. Here's how that sure-fire, last-minute goal works…











Wander on down the wing, using your dribble button (that's the Z-trigger by default) to shoot past those pacey full-backs. Now, cut into the area at a diagonal to the goal, keeping the ball safely at your feet, draw back and shoot. As long as you're between the penalty spot and the corner of the six yard box, you'll be whistling sweet dixie all the way back to Kyoto. Like Grampus Eight's No. 11 here, in fact, who, it has to be said, *does* have ever such nice hair.



OFF ON ONE
Now here's a treat: a feature that Konami didn't even consider. When one of your men is left lagging offside and the never-seen ref blows up, the CPU explains who exactly the culprit was and where the backline were in relation to him. You'll then be left in no doubt as to the wisdom of the official and his linesman. Good idea, that.

ACCESSIBILITY
Hard. Still, you're not likely to buy it, are you? Are you? Or are you? No. But, are you?

3 VISUALS
Yeah, *really* good. The SNES could handle this.

1 SOUNDS
The crowd sounds about as excited as Kenny Dalglish. And the FX are truly abysmal.

4 MASTERY
Well, it's not quite *ISS64*, is it? Perfunctory.

7 LIFESPAN
Once you get into it, it's actually not bad at all. You have to stick with it, mind.

VERDICT
Appearances can be deceptive. To start with this is about as much fun as a pulled hamstring. But after a while you'll plod through it and maybe even enjoy it. A bit.

66%



Jikkyou World Soccer 3
KONAMI

Japan	Out now	64M	1-4
UK	Unlikely	Controller Pak back-up	cartridge back-up
¥7500 (Approx £40)			







Despite the name, there's nothing much in-game to warrant extra expenditure. Unless you really need to play as Iran. Or Paraquay.

JIKKYOU WORLD SOCCER 3

ISS64 version two. Or should that be three?

Japan → UK ACCESSIBILITY
Tricky unless you've already sounded out *Perfect Striker*.

9 VISUALS
The extra celebratory stuff makes little difference. This is still outstanding to look at.

8 SOUNDS
Iffy music but a proper Japanese commentator (Tom G, apparently) now takes the reigns.

9 MASTERY
Simply unrivalled. *Virtua Striker* in the arcades is only half as good.

8 LIFESPAN
Questionable tactically but the games themselves get more enjoyable every time you play.

VERDICT
Slightly inferior to PAL *ISS64* but still a breathtaking football game.

91%

All change, then, in the world of *ISS64*. Or so you'd think. We'll admit, we don't know quite what 'Jikkyou' means either (presumably 'new' or something) but, look at the title, and you'd wager by the very fact that it sounds nothing like *J-League Perfect Striker*, or even *ISS64*, that there are major changes afoot.

But you'd be wrong. What, in fact, *Jikkyou World Soccer 3* is, is a Japanese version of the *ISS64* we Europeans received several months back. With a few cosmetic differences.

Firstly, the teams have chopped and changed a bit. Out goes Poland, Belgium, Austria, Greece and – shock! – Wales, Scotland, the Republic of Ireland and Northern Ireland, and in comes Middle Eastern powerhouses Saudi Arabia, the UAE and Iran, token whipping boys Canada, El Tel's Aussies, the newly re-formed Yugoslavia and South Americans, Paraquay and Bolivia. Hmm.

Secondly, the plinky-plonk of Konami's best Bontempi organ has been replaced by the awful "ooooh" of several baby-voiced Japanese songstresses. Fine to start with but after a while it starts sounding like an Eternal concert. And, however much you turn the sound down on the television, somewhere, in the background, you can *still* hear their voices, humming along, ALL THE TIME.

And thirdly, there are a couple of extra animations in there. Nothing special but, when you score, your player can now run off to the crowd and dive forward, arms outstretched. Or perform an Asprilla-style flip. Or skip towards the crowd blowing kisses to all and sundry, rather than pegging it there first.

Sooooooo, that's *Jikkyou World Soccer 3*, then. The changes in teams is puzzling (who, in their right mind, would rather play as Iran than Scotland?), the music is annoying, the extra celebrations are pleasing and the dreaded slowdown is back. Other than that, it's the *ISS64* we've all come to know and rightly love. But, in truth, are Japanese N64 owners likely to pay full whack for an international version of a game they already own? Of course not, and neither should any of our NTSC-owning readers.

Those in possession of the oft-criticised PAL machine, though, can be safe in the knowledge that, whatever changes have occurred in *Jikkyou*, it still doesn't come up to the speedy, non-slowed, English-filled European version. And, at the end of the day, that's what counts, Brian.

TIM WEAVER

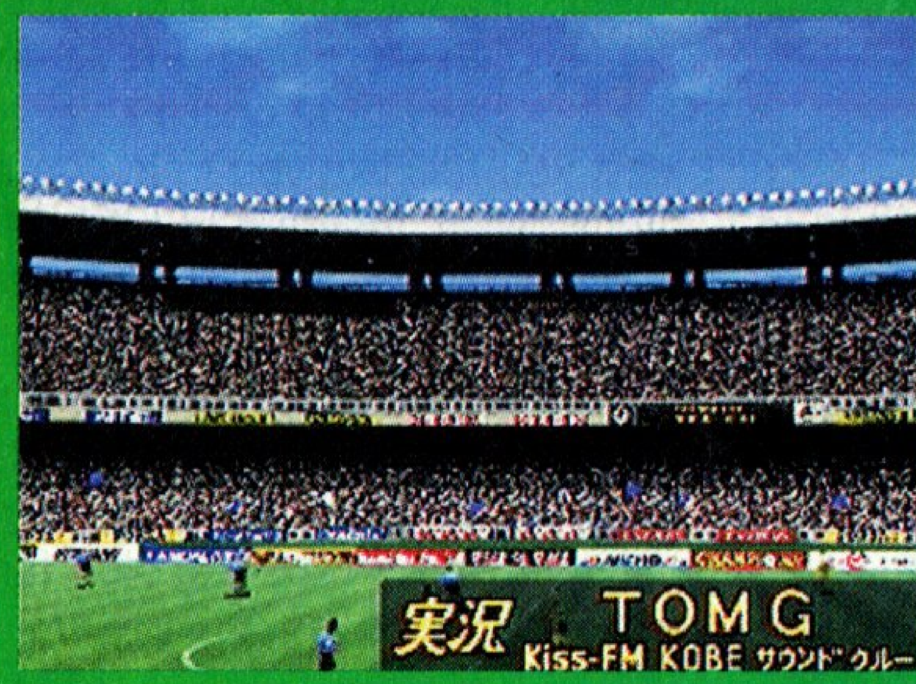


Australia in the yellow will sort the men out from the boys.

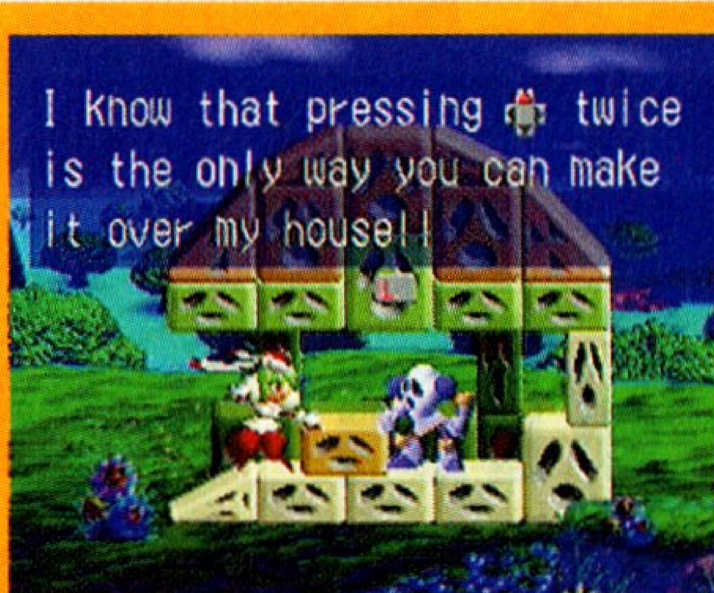




Tom G. Or is that Tomg? Or is it neither? Or – get this – do we really care?







△ Ah-ha, in-game tip alert. Makes things a lot easier, this type of stuff.

▷ And these are the lyrics of Oasis' next single.

▽ Sentiments our adolescent minds are all-too atuned to.







△ Yeah, let's. And then we'll go and ritually sacrifice some squirrels.

△ Cheeky Celes. Who thinks of these names?

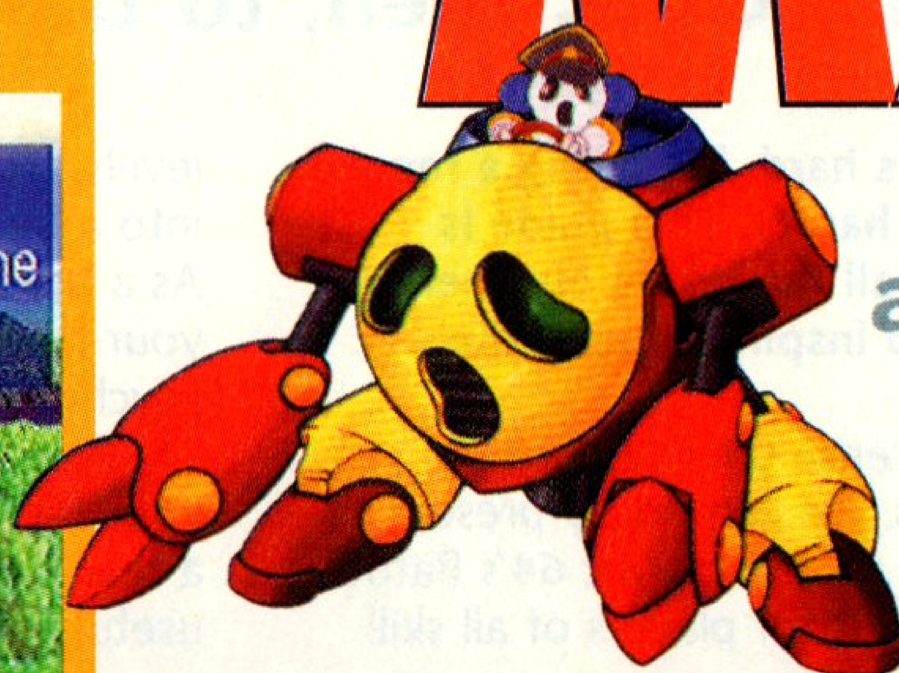
▽ This bit's sung to the tune of Don't Look Back in Anger.



MISCHIEF MAKERS

Now we know what's going on, are we about to be disappointed?

Mischief Makers		
NINTENDO/TREASURE		
Out now	64M	1
12th December	~~Controller Pak back-up~~	On-cartridge back-up
$60 (Approx £40)		



△ That's the kind of deal we like. Notice it's 'Ms' Hint, by the way.

And thus, one of the most unfathomable, obfuscating and downright weird games of recent memory is demystified. And, for the most part, the American version of *Go Go!!* (or *Yuke Yuke!!*) *Troublemakers* loses nothing in the translation.

Perhaps inevitably (and unsurprisingly), much of the the myriad text employed is akin to *Super Mario 64's* helpful hints, offering blindingly obvious game control tips, as well as less insulting level-specific mission objectives. Witness 'Meet Calina', wherein Marina's evil twin wreaks havoc in the name of our heroine. The shellshocked villagers, believing you've returned to torture them anew, proffer advice wrapped in exclamations such as "Coming again to show off your Slider Jump? We can also slide by holding down on the D-Pad and pressing A!"

Well, quite. (Actually, the same kind of thing goes on this office: "Ah, Paul! Come again to show off your Pot Noodle? We can also eat, but we prefer fresh, nourishing food!")

But the banality of this sagacity, when juxtaposed with the outright bonkersness of the game in general, serves only to heighten the lighthearted surrealism that abounds (*Eh?* – Ed), which, in our book, is a Very Good Thing. As Zy pointed out in last month's *Goemon* review, it's really quite refreshing to encounter something bizarrely eccentric once in a while. Just don't play it too much in one sitting – it'll probably do something funny to your head. In much the same way as the American *Starfox 64* pleasantly surprised us in comparison to its inscrutable Japanese sibling, *Mischief Makers* allowed us to breathe a sigh of relief – knowing what's going on doesn't dampen the enthusiasm and brightness offered here. Indeed, it leaves you free to get on with the simple business of Playing The Game.

As for everything else, it remains the same as before: the deceptively 'old school' mechanics hide a really quite subtle and amusing game system (absolute control of which is essential for success) and the general inventiveness and barmy flair charms as ever. Yes, it's 2D (with 3D bits), but it's a hell of a lot of fun, there's a lot to do for your money, and you'll forever be refining your shaking/throwing/jumping techniques. Total madness.

Oh, and by the way, 'Chappy' is really called 'Teran', and apparently the "Blood of the Blockman runs through my body". Which, y'know, is nice.

JES BICKHAM

7 VISUALS
2D yes, but populated by lovable characters and almost excessively imaginative settings.

7 SOUNDS
The music and sound effects are as odd as everything else, and jolly good with it.

7 MASTERY
The N64 proves to be as whizzy at 2D graphics as it is at 3D.

9 LIFESPAN
In English it's certainly easier, but it's still brimming with life-extending time trials and other asides.

VERDICT
In a world where imagination is oft frowned upon, this breaks all the rules.

90%

PREVIOUSLY IN N64 Jonathan Nash fully reviewed *Go Go!! Troublemakers* in issue 5.

HELP WANTED!

Experts wanted to write game guides. Excellent rewards! Apply N64 MAGAZINE



lthough we like to think we know a lot about Nintendo 64 games here at **N64** Magazine, we're constantly finding ourselves outwitted by you, our devious readers. You've been beating our high-scores, surprising us with tips we'd never realised existed, and even, just recently, presenting us with entire playing guides, packed with hard-won information.**

In fact, we've been so impressed by your contributions that we've decided that from now on we'll be devoting four pages each month to the best games-related feature we receive. And we'll award its writer with the latest in designer cold-control: an **N64** Magazine jacket. (These are still being sewn together, but they're looking smashing: we'll bring you a photograph of one next month.)

Reckon you can come up with something to rival Daniel Glenfield and Nathan Oliver's *MK64* Battle Mode guide? Study the 'criteria' below and get your submission in pronto.

What we're after

- We need about 2000 words of expert advice on your favourite game.
- Follow the example of the 'How to…' guides we've been running in **N64** Magazine, and concentrate on one aspect of the game rather than trying to do a guide to the whole thing. (Daniel and Nathan have focussed on *Mario Kart 64's* Battle Mode, for example.)
- Don't worry too much about pictures or presentation: it's quality of information we're interested in.

Send your guide to:
The Jacket Zone, N64 Magazine
30 Monmouth Street, Bath BA1 2BW

remembering to include the following information: (1) your name, (2) your address, and (3) the size of jacket you'd like if you win (S, M or L).

We'll print the best guide we receive each month and award its writer an **N64** jacket. (Er, Daniel and Nathan will have to wear theirs on alternate days, or something.)

HOW TO...

...win every single time in Mario Kart 64's Battle Mode

by N64 Magazine readers Daniel Glenfield and Nathan Oliver

An oft-overlooked part of *Mario Kart 64* (especially by us) is the set of four Battle Mode arenas, where up to four players can fight for supremacy. Follow the advice of our first Jacket Zone tipsters, however, and you'll find that there's all manner of weaslry to be employed. Over, then, to Daniel and Nathan...

"**Being a loser is hard, but being a regular loser is even harder. This guide is dedicated to all the losers out there in an attempt to inspire hope in their dreary lives."**

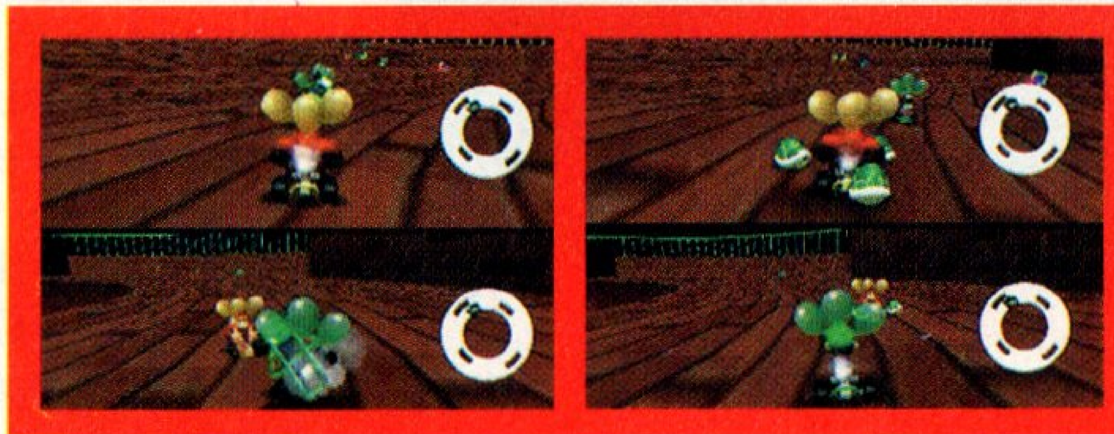
After a week of intense playing, including TWO 24-hour sessions, we can finally present to you the ultimate guide to *Mario Kart 64's* Battle Mode. This guide has tips for players of all skill levels, transforming even the most passive player into a Battle Mode barbarian (minus the muscles). As a bonus you'll discover how to really annoy your friends, as well as discovering the psychological side of Battle Mode.

And remember: it's not just about beating your friends – it's about doing it in style! Here are a few basic tricks for you to learn, and some useful information.

BEFORE YOU START

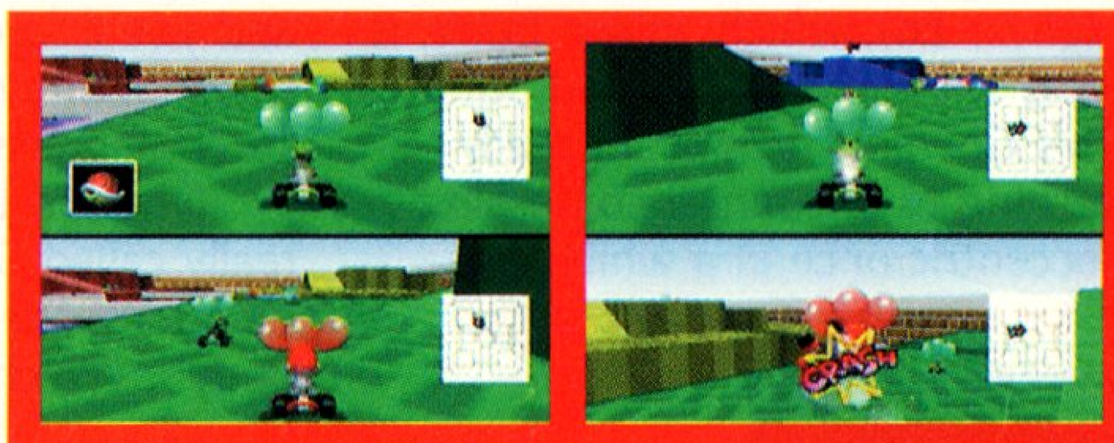
Repeated attacks

Wait for your opponent to fall after being hit, and then hit him again with another shell just as he drives off. (You'll need a triple Shell power-up to do this.)



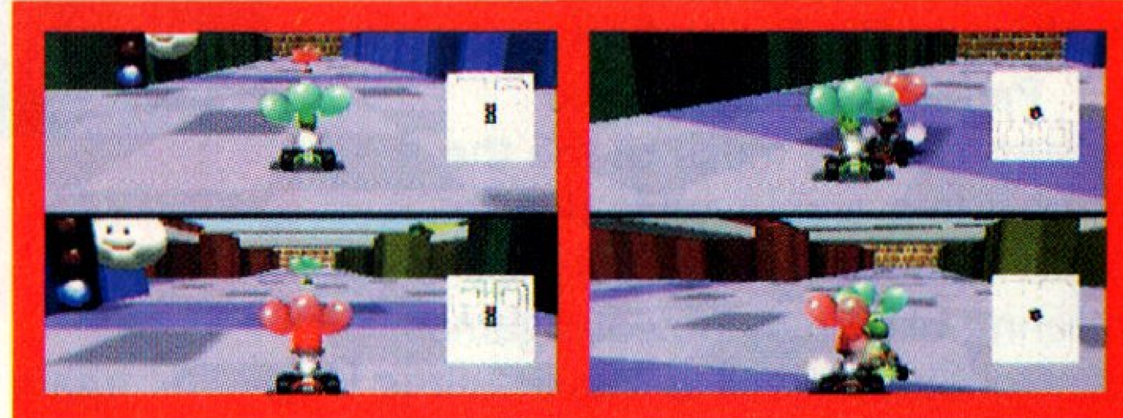
Quick spin

You don't have to be completely still to perform the spin (A + B + joystick left/right). This allows for a quick turn-around-and-fire-Red-Shell-at-your-opponent tactic.



Ramming

Get a turbo boost at the start of the battle and try to ram your opponent. Sometimes you can get rid of more than one balloon if you continue to hit him while he's spinning. This works best when you have a heavy character (DK, Wario or Bowser) and are ramming a lighter character.



Too much pasta, Mario!

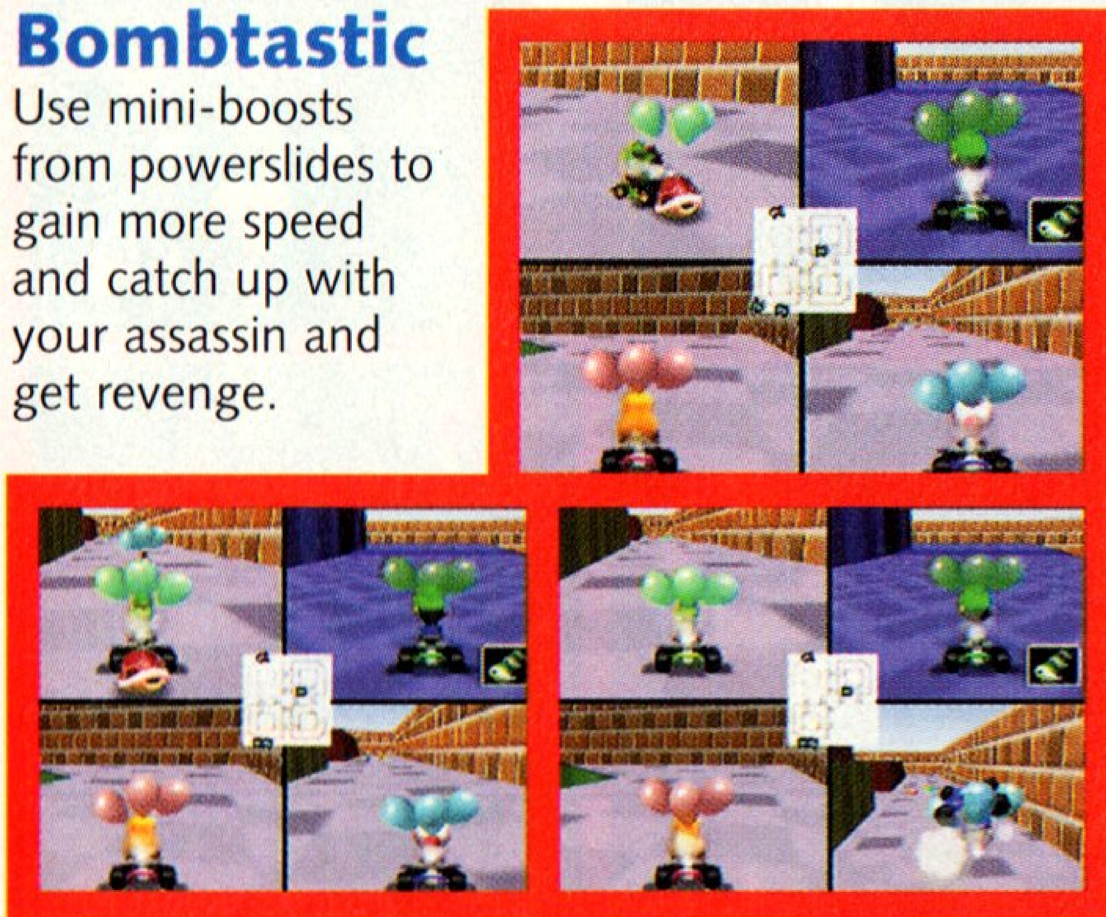
Strangely, Mario can cause Toad to lose a balloon by ramming him, just like the heavy characters, but Luigi can't!



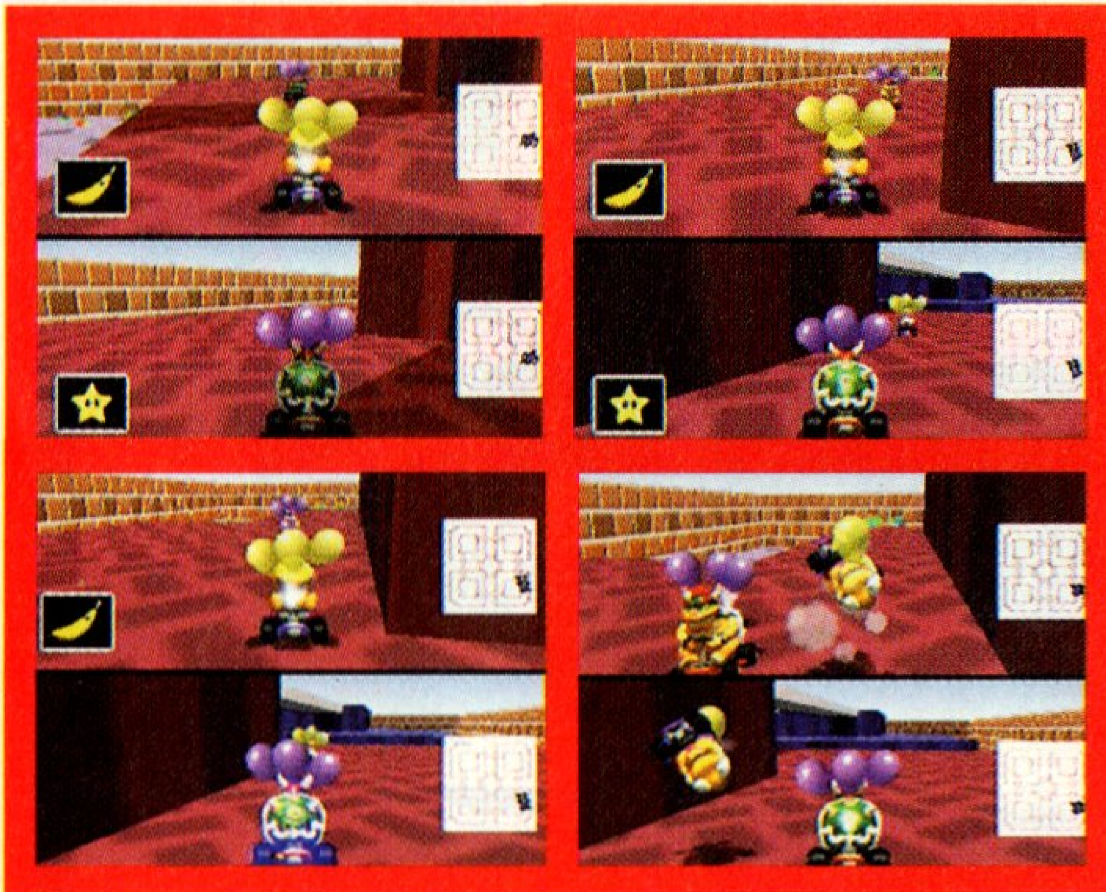
Sneaky!
Invincibility lasts for 1.5 seconds after the neon lights have gone from your character. This is great, as your friend will think you're defenceless, and you can still hit him!



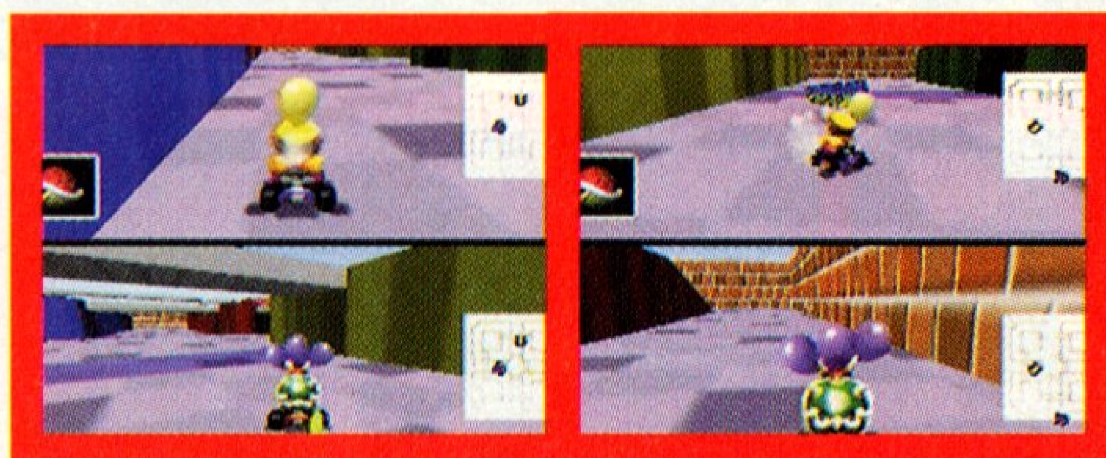
Bombtastic
Use mini-boosts from powerslides to gain more speed and catch up with your assassin and get revenge.



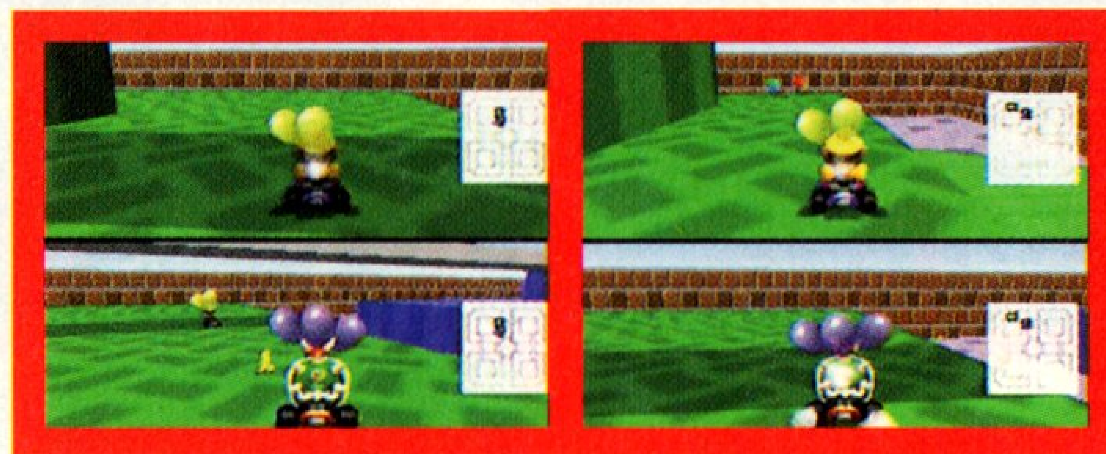
Brakes!
If you're being chased but are in possession of an invincibility star, triple Shell or Red Shell, you can turn a corner, hit the brakes and activate your power-up (or hold down Z if you have the Red Shell). Hopefully your pursuer will turn the corner and crash into your power-up. Either that or they'll go past, with the hunter becoming the hunted!



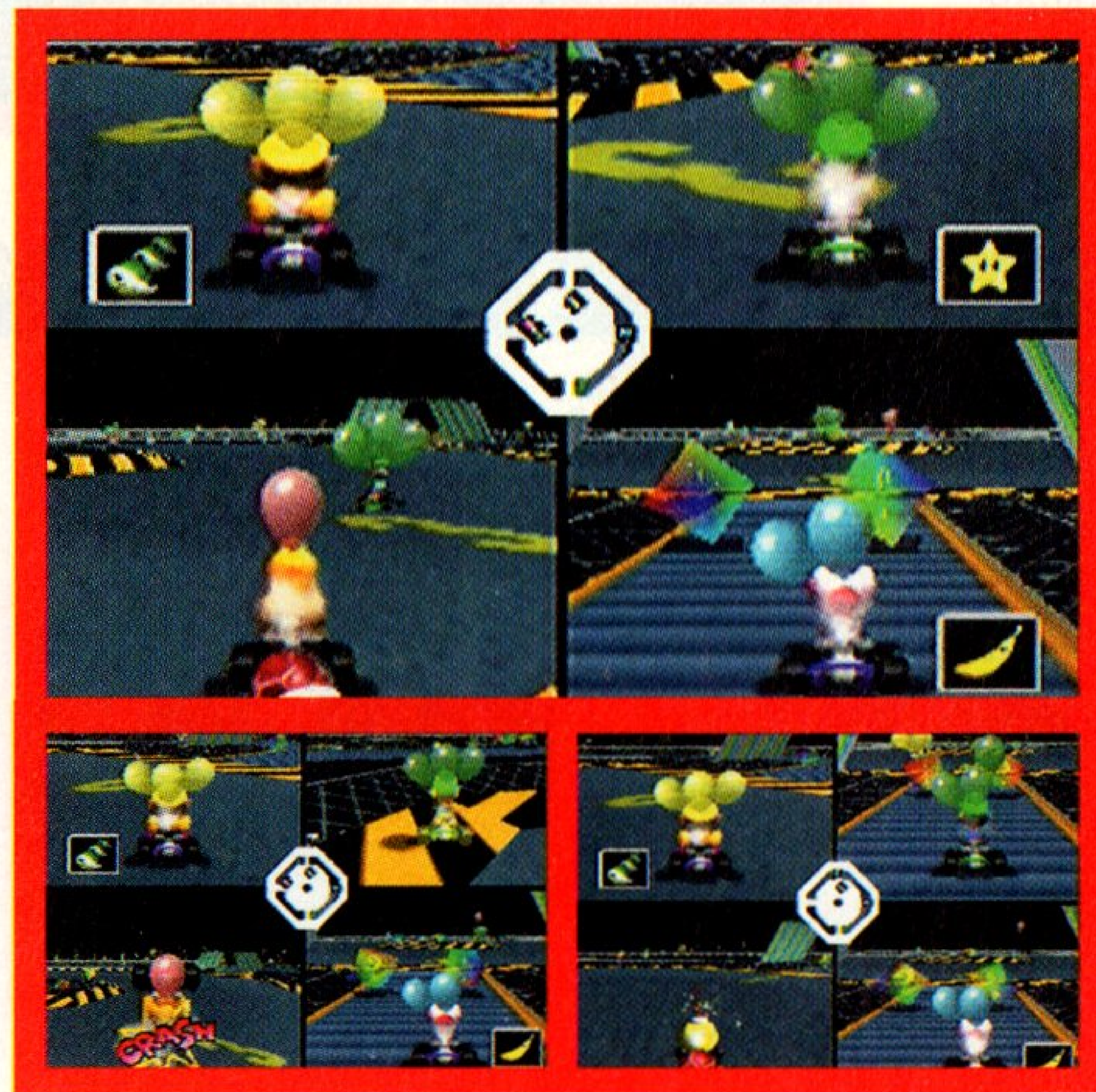
Banana tactic
Drop bunches of Bananas across the floor in a haphazard fashion rather than a straight line, as this'll make it harder to get past.



Banana counter-attack
If you start to lose traction after driving straight over a Banana, hold B to save yourself from losing a balloon.



Super bomb
When you only have one balloon left, always keep your power-up behind you (by holding Z). When you become a bomb you'll still have your weapon, usually allowing you to finish off the person who killed you.

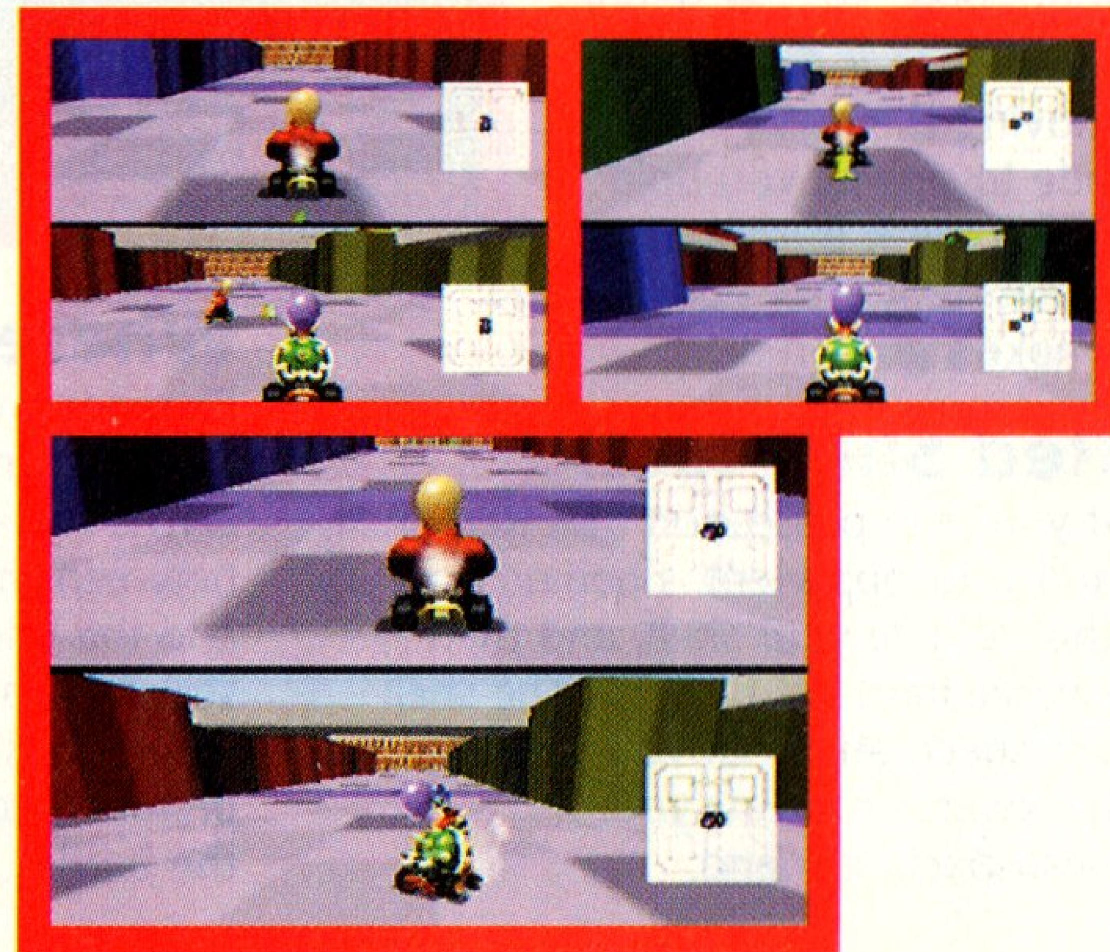


Teamwork
Try to secretly team up with someone before the game starts, without letting the others know. Also team up when two of you are bombs.

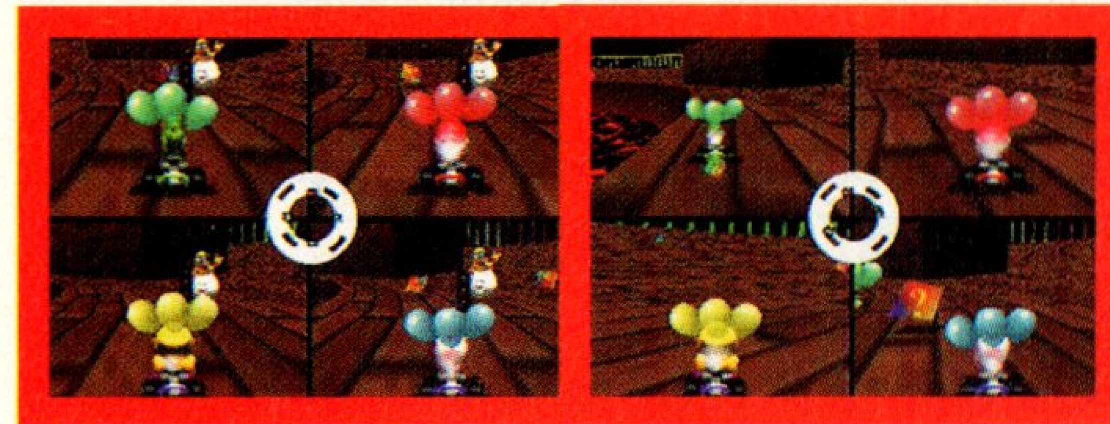
Where'd my bomb go?
If you have invincibility and have just killed somebody, drive over the shadow (where the bomb is about to appear) and activate it. The bomb can't appear because you're there with invincibility, so it then can't follow you! This is easier than trying to ram a bomb with invincibility to get rid of it.



Banana barricade
Drop Bananas across passageways by driving across the mouth while pressing Z.



Double the punishment
Look at the map screen before you start ad remember where each person is before the battle. This is where they'll be placed by Lakitu if they fall off the arena. Drop Bananas and fake power-ups in these places, and if they fall off they'll be punished by losing two balloons instead of one!



And finally...
If none of the above helps, a quick elbow in your opponent's ribs will work wonders.

PSYCHOLOGICAL EDGE

The following tips are considered by some (usually your opponent) to be 'cheating'. They're not. They simply open up a new dimension to *Mario Kart 64*. A word of warning, however: don't use this information too often as it loses its effect quickly in front of the same people. Short bursts are all that's required, and you'll find they work exceptionally well against opponents with one balloon left.

Punishment for using this information too often is usually a smack in the mouth from your 'friend'.

Method 1
When you're chasing an opponent they need their full concentration to get away. This is when you should start to laugh insanely. This gives the impression that you can attack your friend at any time, and puts immense pressure on him, usually causing him to make a mistake.

Method 2
If your opponent is known to be a bit sneaky, and has a habit of counter-attacking your tactics, try this trick to make him perform his counter-attack early leaving him open. What you need to to is begin a countdown while chasing him with a Red Shell. Then, when you shout 'Fire!' at the end (bluffing, obviously), you'll hopefully cause him to use his counterattack prematurely, since he can't risk not using it in case you really do fire. Should this trick start to lose its effectiveness, make your counting irregular, as this'll make it more realistic.

Try combining the two to give you a great advantage over everyone else.

GO! GO!



THE ARENAS

BIG DONUT

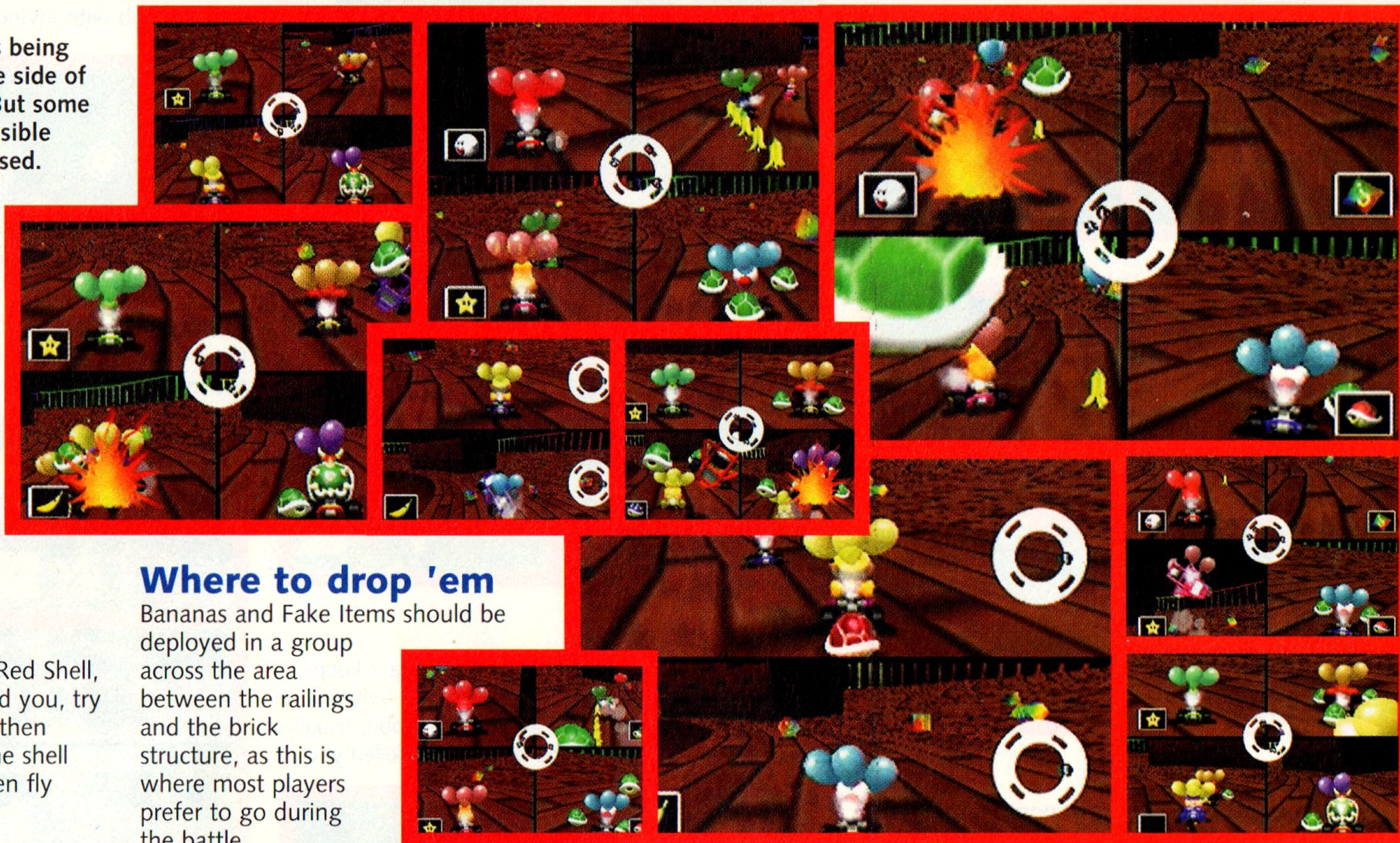
This is the most tedious battleground due to players being able to stay on the opposite side of the arena the whole time. But some interesting matches are possible here if the right tricks are used.

Speed tip

Because of the large floor, you can perform a quick powerslide and mini-boost to gain speed and catch up with (or get away from) your opponent. This, as you'll remember, is done by moving the joystick from side to side as you hold down the R button and releasing R after your smoke's gone red.

Red Shell tactic

If you're in possession of a Red Shell, and your opponent is behind you, try this tip: Fire your shell, and then swerve hard left or right. The shell will speed ahead of you, then fly backwards towards your unsuspecting friend.



Where to drop 'em

Bananas and Fake Items should be deployed in a group across the area between the railings and the brick structure, as this is where most players prefer to go during the battle.

BLOCK FORT

Easily the most exciting arena owing to the variety of tactics that can be deployed, Block Fort offers excellent replay value.

Aerial assault

Red Shells fired from the floor above your friend will usually hit him, if he's within range.

Camouflage

Bananas should be dropped on the yellow fort, as they're harder to spot there.

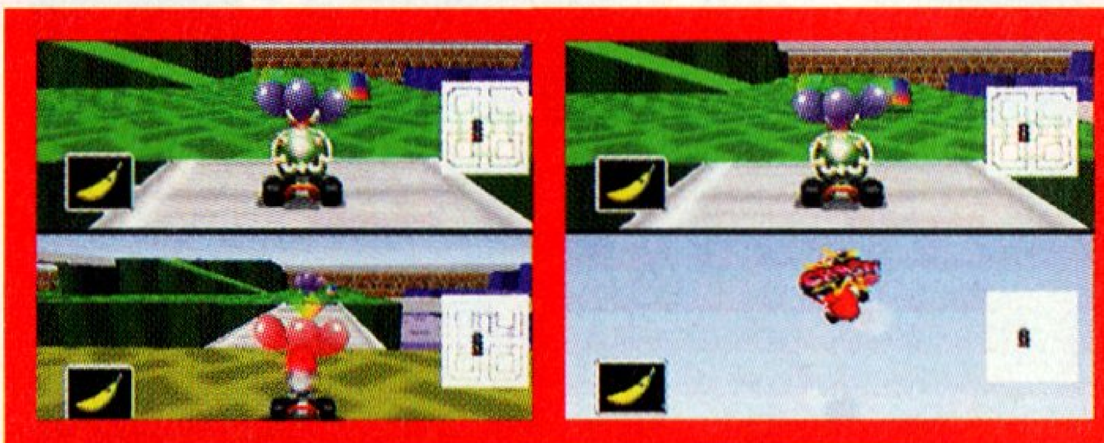
Surprise!

Drop Bananas and Fake Items in between the two ramps at the bottom of each fort. Players don't expect this, and in their hurry to escape an opponent they'll fall into your trap. This is excellent if combined with Fatal Fall, as once they're on the floor they'll find it VERY hard to escape to a higher level.



Surprise! 2

Same as above, but drop them just after one of the corners on the next floor up.



The dormant killer

Get to the top of a fort. Now, using Bananas and Fake Items on the bridges, box yourself in. Arm yourself with a Red Shell and wait for someone to penetrate your defenses before shooting them. NOTE: A player with invincibility will cause you many problems.



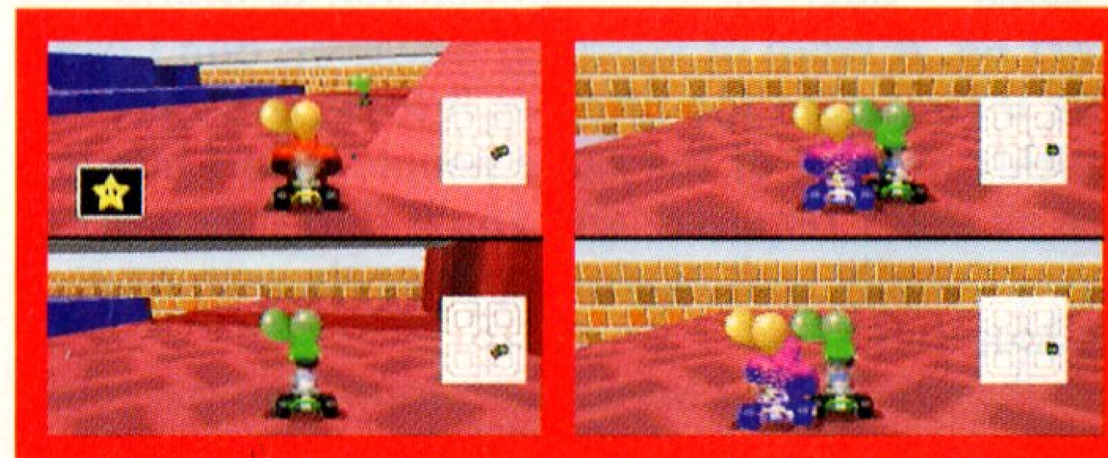
Fatal fall

Simple. Just get up top and fire Green Shells onto the floor. Anyone with the misfortune to fall onto the floor will be in serious trouble.



Fatal fall counter-attack

Collect an invincibility Star and, sticking close to the fort, sneak up on whoever's up top. This is excellent as long as they don't see you coming.



DOUBLE DECK

Thanks to this being the largest arena, with its four floors, Double Deck can sometimes leave you feeling alone. Despite this, it's a great level to launch surprise attacks from above or below.

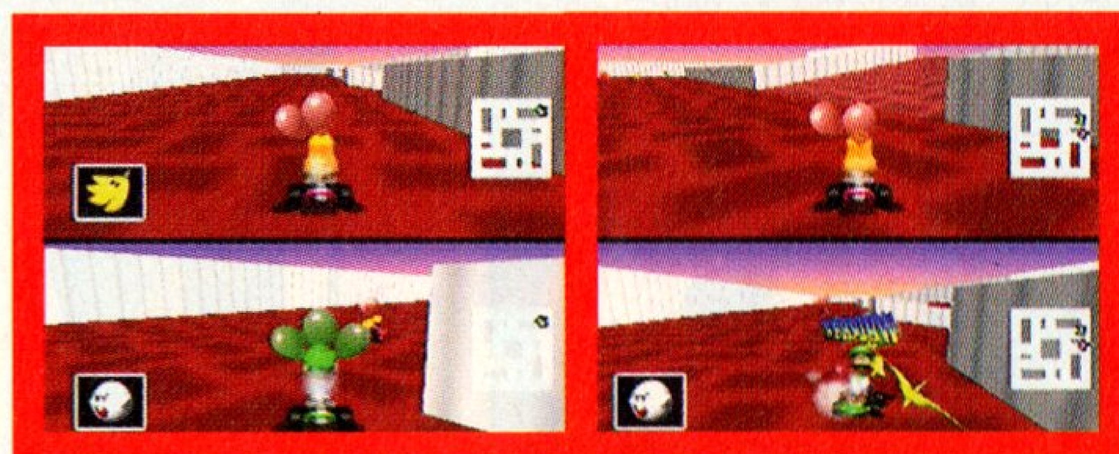
Corner cutting
With enough speed, the corner of the hole on the top floor can be jumped (which is useful for avoiding Shells). However, unless you perfect this you'll just fall down and look stupid.

Banana barricade
This is an excellent precaution against opponents sneaking up on you if you're using 'It's tactical positioning, not hiding…'. All you need to do is drive across a passage dropping Bananas. This makes it difficult for anyone to get past.

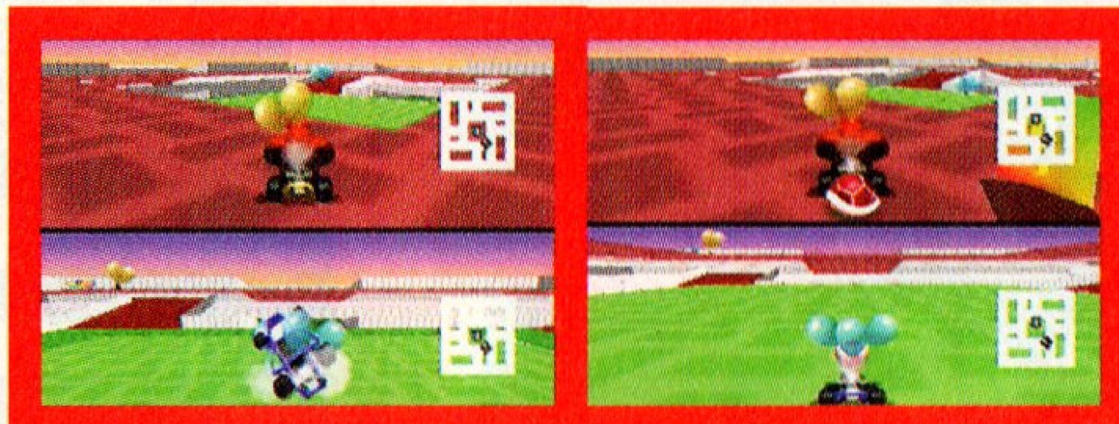
Where did that Banana come from?
A sneaky tip worth practising, this, as it's an invaluable aid. First, collect a bunch of Bananas. (Singles are no good.) Now, get on the floor below your opponent, and position yourself just in front of him/her. Then hold Up on the joystick and press Z to throw a Banana through the ceiling into the path of you opponent!

Helter skelter slide
For a fast escape from your opponent, you can perform a powerslide from a corner and, using left and right on the stick, slide all the way down (or up) between levels. If you hug the corners as tight as you can you'll easily lose your opponent.

Aerial assault
Red Shells fired from the top level through the giant hole in the middle of the floor will almost always hit opponents on the starting level.

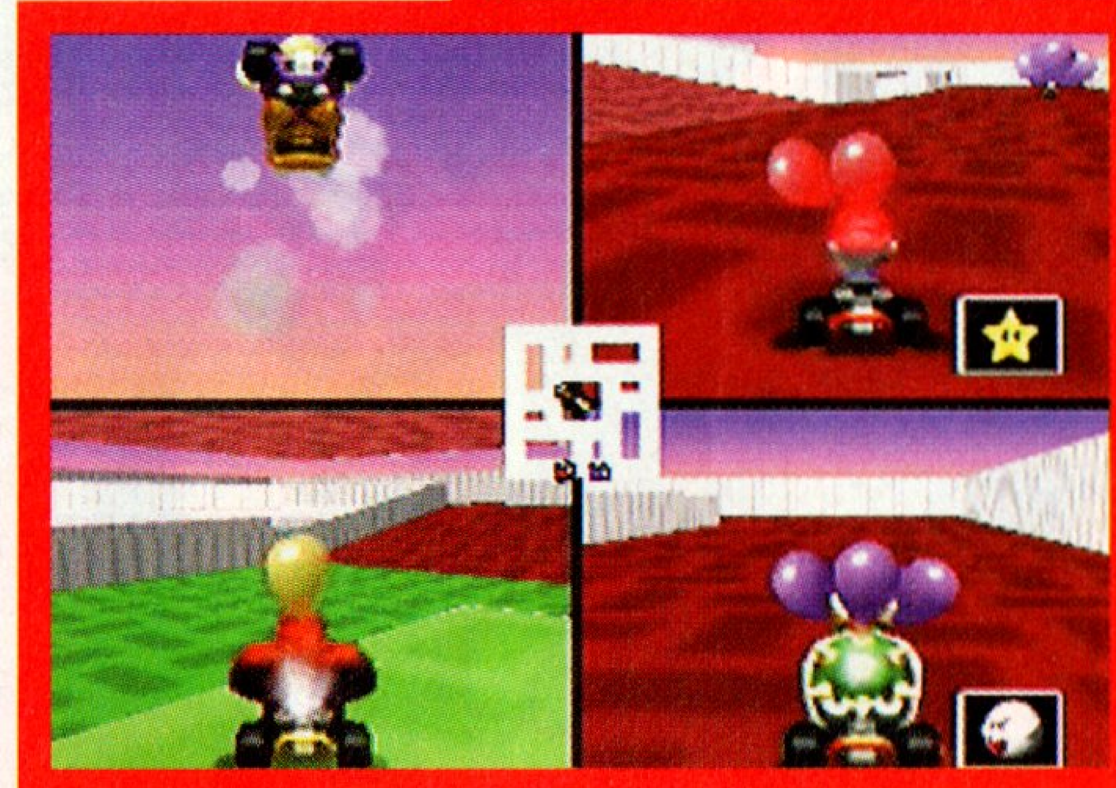


It's tactical positioning, not hiding...
Combining this tip with the previous one will win you more than a few games. Simply hide on the top level in one of the corners (with the power-ups) while firing Green Shells into the centre (into the hole). Remember to keep an eye on your opponents' screens, as they may try to sneak up on you. Should this happen there are three escape routes: left, right or down.



Escape route cut-off
Bananas and fake power-ups placed on the starting block will cause problems for anyone trying to escape via the big hole in the top floor. You can exploit this by chasing your opponent with a Red Shell, waiting until he escapes through the hole and hits a Banana/Fake Item, and then hitting him with the Shell.





SKYSCRAPER

A fast-paced Battle arena due to its size, Skyscraper offers conflict on a knife edge due to 30% of the arena being made up of pits for you to fall into.

Escape from Shells!
The pit in the middle of the screen can be hopped over with the R button if you have enough speed. Any shells that are following you will fall down the hole. An added bonus is that your opponent often copies you, and then falls down the pit to his doom.

A similar trick can be achieved via the pits surrounding the one in the middle of the arena. All you need to do is drive at the pit as fast as you can (without hopping) from either side. There's a small ramp which will let you sail over to safety.



The semi-solid wall
When driving around the outer section of the arena, you can jump (using R) through the walls of the archways that lead to the centre of the battleground. We'd recommend you use lots of speed and aim just to the left of where you enter the archways. This is also very good for escaping from Shells.

Banana barricade (45-degree version)
Grab a bunch of Bananas and drive towards an archway. Now drive through the archway at a 45-degree angle to the wall (i.e., from the bottom left/right corner of the structure to the top right/left corner). When an opponent turns into the archway, they'll be faced with a diagonal row of bananas, which will be almost impossible to avoid!



WIN A JACKET!
Reckon you can come up with a guide to your favourite part of your favourite game to rival Daniel and Nathan's? Then you could soon be strutting around in a smart **N64** Magazine jacket. See page 64 for how to go about it.

HOW TO...
do all the really hard bits in
BLAST CORPS

by Jes Bickham

There's tonnes to do in *Blast Corps*, so we won't waste your time with the blindingly obvious. Instead, here's how to do the really tough levels, find all the scientists and ferret out those last communications points needed to propel you to the planets.

B*last Corps*, eh? With a directive of wanton destruction and wholesale anarchic demolition, this is one game that'll have you openly grinning like a loon and punching the air with feverish glee.

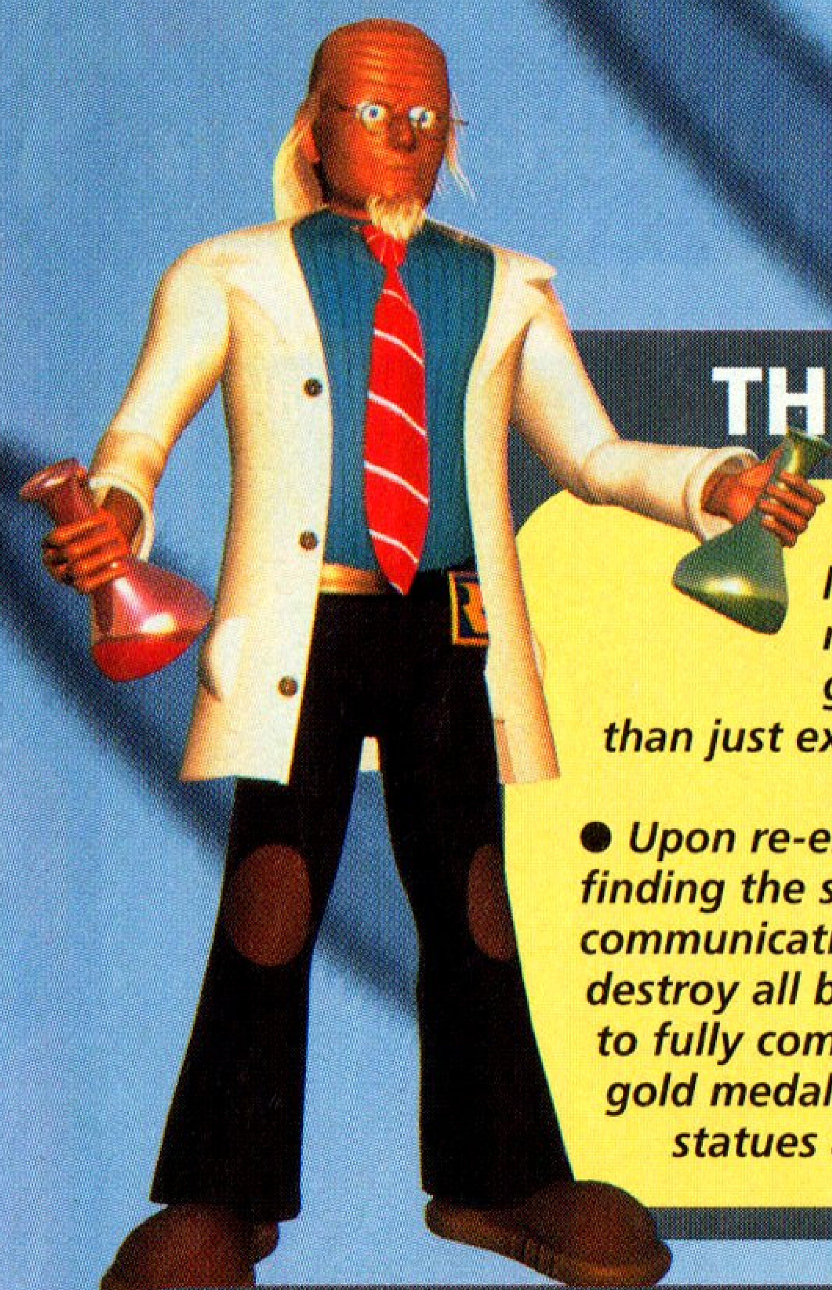
But it's not all smash, smash, smash, you know. Once the cathartic release of razing whole cities to dust and bones has run its course, you'll be faced with some fiendishly hidden secrets and puzzles of hernia-inducing frustration. Before long you'll be indulging in what we at **N64** Towers like to call 'creative profanity'. So, sweet readers, here we offer you the chance to find all the scientists and communication points with a minimum of fuss, as well as showing you how to successfully tackle the levels of teeth grinding difficulty.

So don your hard hat and prepare to save the world. Again. Once more unto the breach, dear friends...

EUROPE NOT-SHORT-CHANGED SHOCKER!

Hooray! A decent PAL conversion. Full screen? YES! Full speed? Well, er... For the most part, yes. It could be our imaginations, but certain vehicles feel a bit sluggish – notably Backlash and Thunderfist – and, tellingly, time limits for those levels that have them have been increased. Still, good job Rare.

N64 conversion rating: 8/10



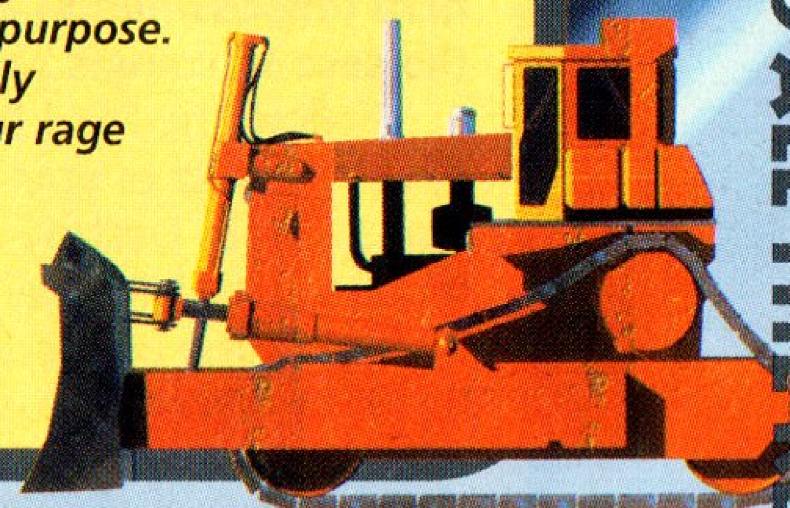
THINGS TO REMEMBER

● Every time you complete a level (saving the carrier AND mopping up), it's vital that you get into the juggernaut, rather than just exiting, as it acts as a save point.

● Upon re-entering a level, as well as finding the scientists and the communication points, you'll have to destroy all buildings and activate all RDUs to fully complete it and get that second gold medal. Even objects such as crates, statues and sculptures count, so smash 'em all. RDUs don't necessarily all connect; there may be areas seperate from the main lines, so explore fully. Check your stats screen regularly to see how much there is left to do.

● You'll find that certain levels require precision manoeuvering of your vehicle (such as pushing TNT blocks into buildings and concrete slabs into holes). These need delicate short bursts of acceleration tempered with judicious jabs of the B button to act as a brake.

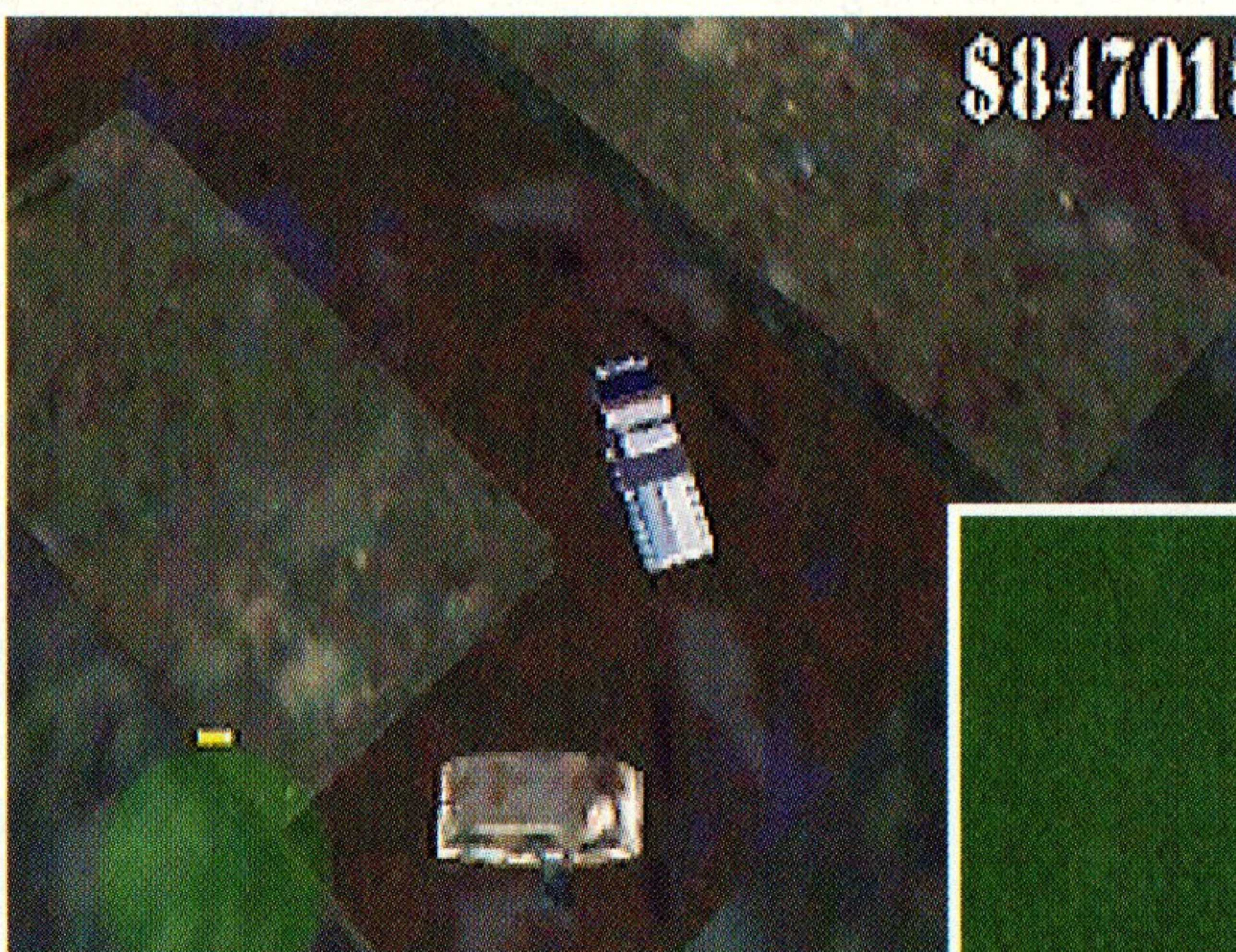
● Finally, be calm. The combination of ticking clock, encroaching nuclear carrier and the required ultrasonic problem solving ability may cause undue tension which will threaten to fracture your crystalline clarity of purpose. Of course, we heartily endorse venting your rage at the notoriously fickle Backlash – sometimes you just have to let off a bit of steam.



ARGENT TOWERS

2 communication points ● 1 scientist





The first comms point is on a rocky area toward the left of where you start. Once it's activated, carry on past it and follow the road until you find a stone block obstructing a walkway to a lower level. Push it out of the way, exit Backlash, and run down the ramp into the waiting Ramdozer.

Push the TNT block into the door, hop into the train and drive until you see a beacon on the road above (this counts as a building, so be sure to smash it later). Stop here and get out of the train; you'll be taken down a secret tunnel to the police car. Negotiate the maze to find the first scientist, return to the train, and carry on to the end of the track. There's a Ballista here. Drive it up the ramp to the road, turn right, and take the left hand turn past the beacon. By the second right turn there are two buildings fronting a depressed area; destroy them and the door at the far end. Get out of Ballista and go down through the door to another secret passage, which will take you to an entombed J-Bomb. Get into J-Bomb and you can now reach the second comms point, which rests atop an indestructible building by the depressed area.



CARRICK POINT

2 communication points



The first comms point is on the island in the middle of the lake (the second is in the castle).

Handily, there's a Thunderfist in the car park to help you get it. You'll also find a Ballista to the left of the lake, which you'll need to destroy the boat.

BLACKRIDGE WORKS

2 communication points

The first comms point is to the right of where you start, behind some buildings.

You'll find the second in a huge area of RDUs on the left near the end of the level.



Here's the cheeky fella!



HAVOC DISTRICT

2 communication points

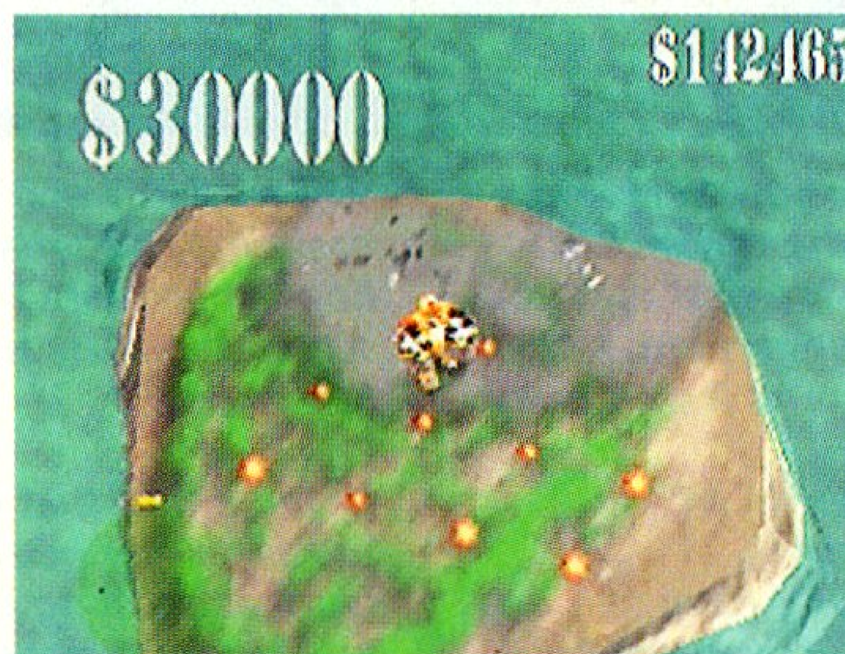
Blimey! A rather convoluted clean-up operation, this, and one that has to be tackled in the right order – once you've left J-Bomb in the glass house it's unduly hard (impossible) to get the second comms point.

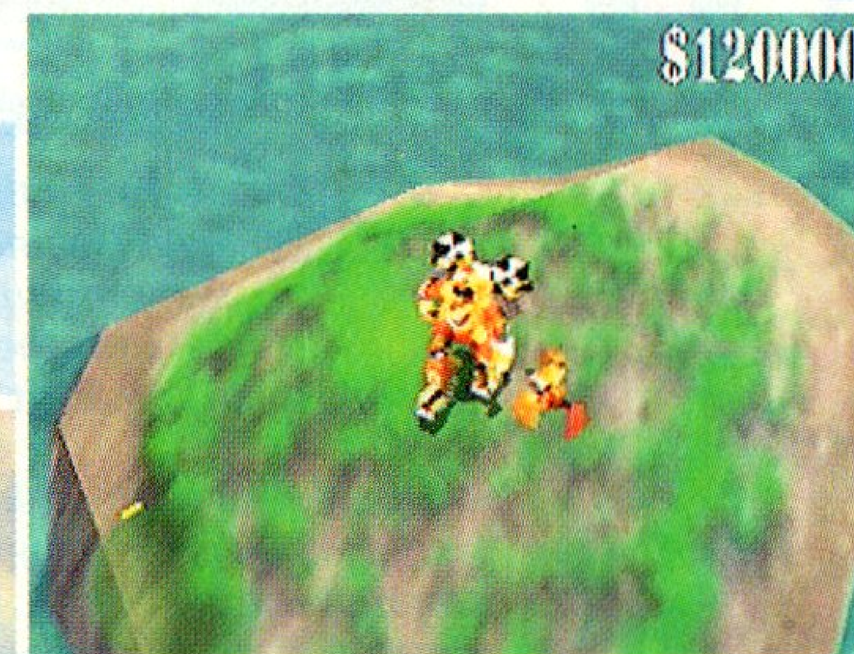
Follow the RDU trail directly ahead of you to find J-Bomb. Destroy all remaining buildings and fly him to the bridge behind you; the lights on top of it must be demolished, and there's a sphere underneath. On the right hand side of the bridge is a Ballista. Use it to destroy the boat, go back to J-bomb, and fly him out to sea – the first comms point is on an island just off shore.

Jet off diagonally left to another island and destroy the lighthouse, and then fly on to find five spheres hovering over the water.

Get back to dry land and activate the second comms point, which rests on a rocky outcrop on the cliff at the right of the level. Proceed to the juggernaut at the end of the level, and fly to the top of the cliff in front of it. On the left, by the sea, you'll see a dark patch. Drop down it into an underwater tunnel that takes you to the glass house, where you'll find the Starsky and Hutch car. Get in, and drive straight ahead through the exit tunnel, to collect some otherwise unobtainable submerged RDUs.



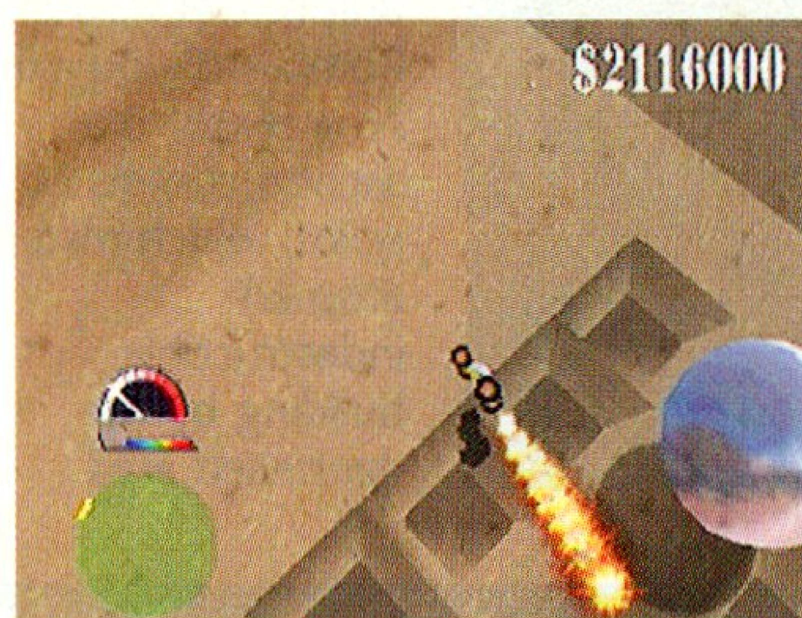






SHUTTLE GULLY

1 communication point



Easy peasy!

The one and only communication point is by the bridge, and you'll also find some spheres on the concrete areas to the right of the level, towards the start and the end.

OUTLAND FARM

2 communication points

Go under the bridge, over the jump and around the corner, then drive up the bank and you'll find the first comms point.

To get the second, simply follow the gully around until you get to the road, and follow it left and over the bridge. The point is on the right, completely surrounded by RDUs.



IRONSTONE MINE

1 scientist

When clearing a path for the carrier, you'll find Thunderfist near the end of the level, and your life will suddenly become much easier. The train sheds here count as buildings.

To the right of where you find Thunderfist, there's a small walkway running up the cliff. You'll find Ramdozer in a little cave there. Drive it round the cliffside track, load it on the crane and lift it over the railway. Push the TNT block into the building and a tunnel will be exposed, leading to a simple maze and a scientist. Huzzah!




BEETON TRACKS

1 communication point

Actually clearing a path for the carrier here is a bit tricky, so here's what you do:

Take the train to the station, get out and run around the building to find Ramdozer. Flatten the small building and lift the 'Dozer over the tracks with the crane. Run back round to get into Ramdozer, and demolish the big building with the TNT. Simple when you know how, eh?

Head down the road on the left to find the comms point and lots of RDUs – there are also plenty more on the other side, along with the Police Car.



EBONY COAST

2 communication points

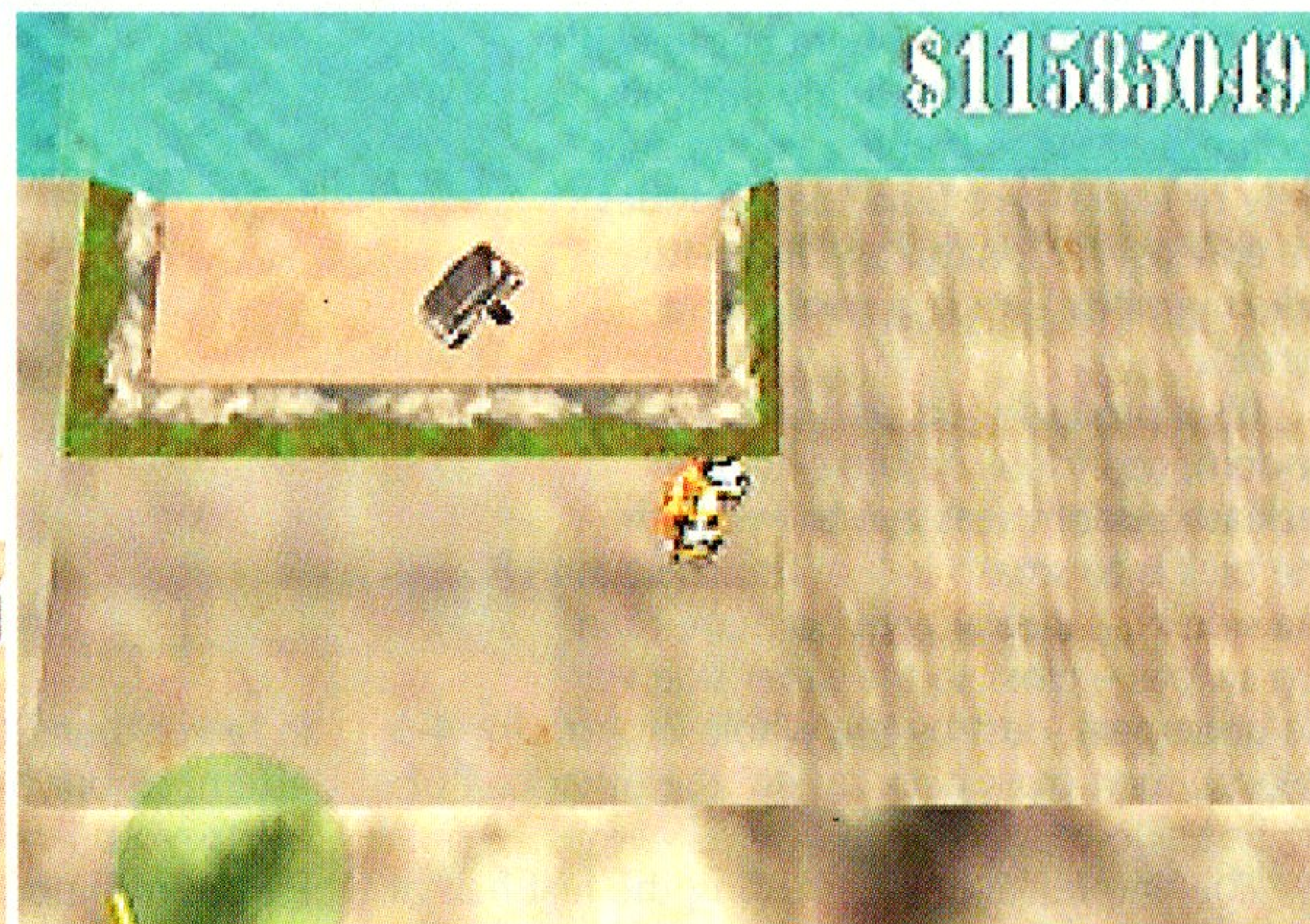
Turn Ramdozer around and push the TNT block into the railway tunnel. Load Ramdozer onto the train, go on to the station and demolish the building there. You'll find another TNT block here; 'doze it onto the train and choogle your way back to the start and through the new opening.

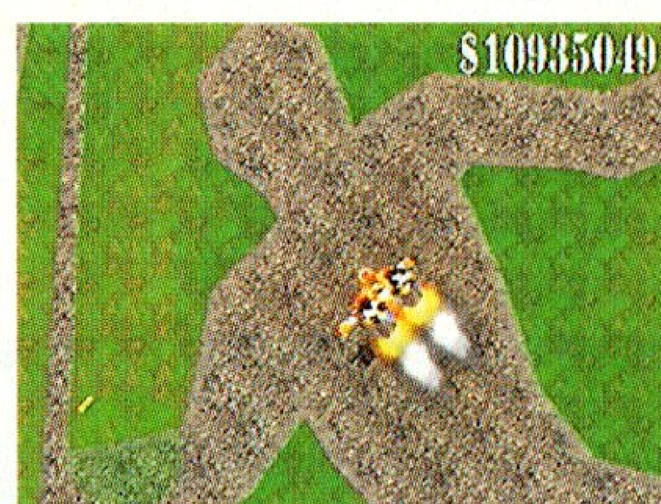
Stop the train so that the TNT is adjacent to the big stone head you'll find here. The resulting explosion will free J-Bomb, who you can then fly across the sea to an island with plenty of RDUs and three Easter-Island stylee stone heads. If you destroy these you'll be rewarded with a ridiculous amount of 'readies'.

Fly back to the train tracks and go left after the second tunnel; you'll find a comms point by the water, and, further on, a scientist by a big stone arch. If you're having trouble finding all the RDUs here, you'll find plenty through the tunnel over the road.









Try to make ends meet, you're a slave to money then you die.

A strange outline, we're sure you'll agree.

ECHO MARSHES

2 communication points

This is another level where the main mission may cause some confusion.

Destroy the buildings obstructing the carrier's path and fly over the hill on the right to find the train. Drive this over to plug the gap (and thus allow the carrier access over the tracks), and then take the car back through the tunnel to get J-Bomb. Fly on and destroy the offices, then jet over the hill, find the barge on the left, and chug it upstream to ensure that the carrier doesn't go for an early bath. Drive the car back to J-Bomb and give the remaining buidings some hefty slappage.







The first comms point is hiding in the red gas tanker by the barge (there's also a field of RDUs across the river opposite, gold medal fans). The second is perched atop a huge pillar to the right.

TEMPEST CITY

1 communication point • 1 scientist

On the right of this level there's a castle-like cliff. Collect the ammo crates in front of it and blast the middle section away. Voila! A ramp is revealed.

At the top is the comms point and a pile of crates, behind which skulks a scientist. (The crates all count as buildings.)



GLORY CROSSING

1 scientist

The eccentric old buzzard is hiding in an area to the left of the main cluster of buildings, accessible through an unhidden underpass.



GO! GO!

DIAMOND SANDS

There are no comms points or scientists here. We've included it here because it's one of the most frustratingly difficult examples of video gaming you're ever likely to experience (and that includes the epilepsy/coronary/psychotic-fit-inducing pillar jumping sections in *Turok*).

It's a precision job, and one that the random, capricious nature of (spit) Backlash seldom sees eye to eye with. The trick is to smash half of the sheds on one side in, – ideally with no more than two swipes – cross to the other side via the underpass, destroy the whole lot (aim for 4-5 swipes), then cross back to 'do' the other half of the first side.

The two buildings obstructing the first half of the left side of the second section of sheds really do their best to drive you to the edge of insanity. Should you make it to the last section, your final objective has to be destroyed with hard-to manoeuvre TNT blocks. If you manage to do this in fewer than 20 attempts, our hats are off to you. And the Platinum time… sheesh. It's like learning to ride a bicycle without the use of your legs. Or eyes. Or a bike.







One of the trickiest levels in the game. So what do they give you to drive?

Yep. This one took us 1,000,041 attempts.

OYSTER HARBOUR



It's Ramdozer you're after, so only shoot out the crates that are blocking your path.





The barges are extremely confusing. Especially when they won't park properly.



Quite simply, fantastic. This level mixes all that's great about *Blast Corps* into a dazzling whole: big bangs, intelligent puzzles, good vehicles and finely tuned edge-of-the-seat tension that never quite lets you give up hope.

Drive Ballista straight ahead until you can see a crate-obstructed Ramdozer. Shoot the crates and run your little man down to it. Turn around and crush all the crates in the carrier's path, then drive to the TNT-infested area. Exit Ramdozer, go to the crane, lower the platform, get back in Ramdozer and load a TNT block onto it. Go back to the crane and swing the TNT over to the metal covering the bridge – aim for around the fourth or fifth section from the end – and BANG! Hop back into the 'Dozer and cross the now passable bridge. (If you took too long, the carrier will already be on its way over, and you'll have to take the long way around.)

DON'T push the first block you see into the appropriate hole. Smash the blue buildings on the right and you'll find another hole; it's into this that the first diagonal block goes. Drive over it to a small area with two more diagonal blocks, and ferry them back to their waiting holes. Push all the other blocks into their respective holes.

The last block is hiding behind the two red gas tanks in the top right corner. Decimate the building in your own way, drive over the first barge and park on the second. Exit Ramdozer, run to the third barge and drive it to its intended destination. Run over the footbridge back to the second barge and do the same. Now drive Ramdozer to the first barge and chug down to another dock; there'll be a TNT block waiting. Load it onto the barge and drive back to its original position. All that remains is to push the TNT over the barges to the final building.

Again, if you've taken too long you may

CRYSTAL RIFT

2 communication points

There's a Ramdozer later in this level, so once you've gained a bit of breathing space for the carrier, use it to level the last buildings.

The first comms point is behind the train at the start. For the second, go to the concrete area on the right of the level, and follow the furthest trail of RDUs around a cliffside pathway and over a narrow bridge.

There's also an underpass on the left hand concrete area containing a stone slab. Use Ramdozer to push it across the valley to a hole that it'll fit very snugly. Inside is – yes – the A-Team Van. Altogether now: "Ah pity the fool..."

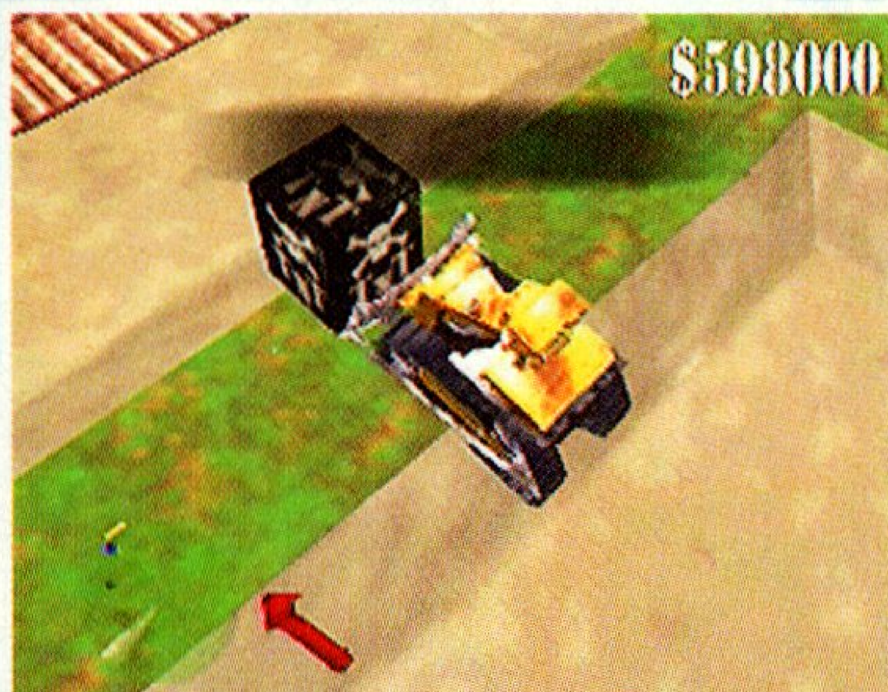




△ Not the niftiest of vehicles, so grab Ramdozer as soon as you can.

◁ "Craz'foo'!" Sadly you can't bolt oil drums onto it.

1 communtication point • 1 scientist





△ Don't be ashamed if a bead of perspiration forms on your brow at this point.

If he's so clever, then, why's he living in a caravan on an island in the middle of nowhere? ▷

have to wait for the carrier to cross the first barge, then collect the TNT and nimbly edge it past the nuclear payload, which is, as they say, no easy matter.

The comms point is buried in the warehouse to the left of the block-pushing area. You'll have to shoot this from the cliff top in Ballista, then commandeer Ramdozer to get to it; simply exit Ramdozer and run up the ramp to activate it. (You'll also have to shoot the boat with Ballista from the cliff side where you start.) To reach the final scientist, fetch the TNT with the barge as you did before, but as you cross the third barge, turn right and explode the huge metal block obstructing the waterway. Hop on the barge and sail out to an island where the brainiac lives. Phew.

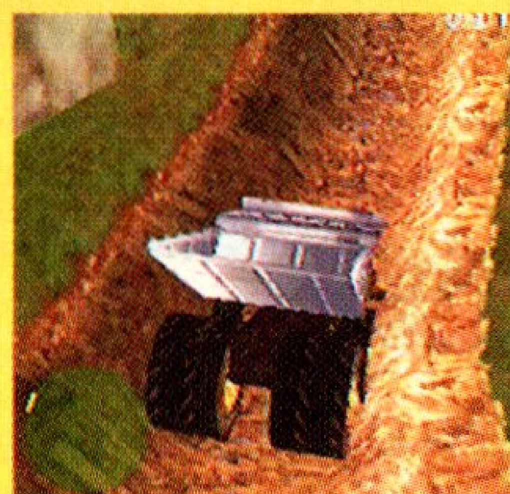
VEHICLES

There's a knack to be learnt with every one of 'em.



RAMDOZER
Easy and pleasing to use, Ramdozer functions best at high speed. When faced with a large building, plough through it in a gentle ziz-zag. This will, more often than not, ensure total structural extinction, thus negating tedious circling back to flatten what you missed.

SKYFALL
Always be sure to keep an eye on the buggy's thrust gauge; its slender charms are significantly magnified with a fully-charged turbo boost.



BACKLASH
Hmm. The key to understanding Backlash comes from careful observation of its eponymous level. The arrows describe the perfect destructive arc – tellingly, you have to be intimately close to the intended target, with the epicentre of the backswing trajectory correspondingly central to the offending obstruction.

SIDESWIPE
There must be space between Sideswipe and any adjacent structure, otherwise the rams don't gain sufficient momentum for demolition. Handily, you'll find most of this vehicle's relevant levels contain rows of parallel buildings, necessitating simple middle-of-the-road placement.

BALLISTA
As tempting as it is, haring around manically blasting buildings is this cycle's downfall, as sharp turns, braking and acceleration have a habit of lifting the front end so that missiles overshoot.

CYCLONE SUIT
Madly idiosyncratic, this exo suit tends to continue flailing even after you've demolished a whole city block. The only real tip here is to ensure a sufficient run-up before smashage.



THUNDERFIST
This second robotic exoskeleton is essentially a more measured Cyclone Suit. Its geriatric gait is, however, agonisingly slow, so be sure to (carefully) roll everywhere. It is also possible to turn while rolling, which is a definite advantage in built-up areas.

J-BOMB
For maximum carnage, simply ensure that J-Bomb is centred over the offending construction; you can smash several buildings at once if he's positioned correctly thus.



SNEAKY TRICKS

GET OFF ON THE RIGHT FOOT
Yes, you probably know, but they're ever so helpful in attaining race bonus-level golds. Simply stamp on the gas on or just after the green light. Vroom!

Z-TRICK
Park next to a building so as to deny your little man the pleasure of exiting his vehicle, and hold Z. Several Homerian 'Doh's later, and the offending structure will collapse. Strange, but occasionally useful.

SPOOKY
Re-enter a race level straight after 'doing' it. You can now race your previous attempt's ghost without the icky ectoplasm business. Egon Spengler would approve.

GO! GO! ▷

BONUS LEVELS



We also thought it'd be worth including the trickier bonus levels. Some contain secret short cuts that are essential for gold medal-worthy times. For the race levels, use the A-Team van or the Starsky and Hutch car, as they're slowed down only negligibly by rough ground, and remind us twentysomethings at N64 of our misspent childhoods. The Hotrod is the fastest, but it's let down by terrible handling, and the Police Car's acceleration just doesn't cut the mustard.

BISON RIDGE

For a great time here, simply turn right after the jump and rattle over the rough ground, cutting out half the course.

GLANDERS RANCH

Keep your eyes peeled for a shortcut over rough ground. It's indicated by arrows on the road.

COOTER CREEK

Just turn right at the start, drive past the trees, and when you reach the road, slingshot back, doing the same on the other side. There's a comms point rearwards from the start line, but you'll need Ramdozer to get it.

JADE PLATEAU

Use Ramdozer for this; you can plough through the buildings directly after the bridge, bringing you out by the finish line.

SKERRIES

There's a tunnel through the cliff wall if you turn right just after the second bridge.

MORRAINE CHASE

Turn left after the third wall and enjoy more cross-country shenanigans. DON'T rejoin the track at the corner – turn left again.

CORVINE BLUFF

Rather than crossing the river to get over the finish line, stay on the right. No watery speed-sappage for us, no sirree Bob, no. There's also a comms point down river.

SPACE *The final demolition shuttle clear*

Accomplishing this in Backlash is unnecessarily difficult, but thankfully Thunderfist is hidden here for hassle-free devastation. Simply drive Backlash round to the right where you'll find an office surrounded by TNT. Do the usual and uncover said mech. Once you've razed everything, the shuttle can land and it's off to the Moon!



MOON

Wahey! Leap buildings in a single bound. Just what dump trucks were made for. It's essential to gain height using the ridges and craters here, as Backlash is far more effective airborne. The low gravity takes some getting used to, so kick back and have some fun before trying for the gold.



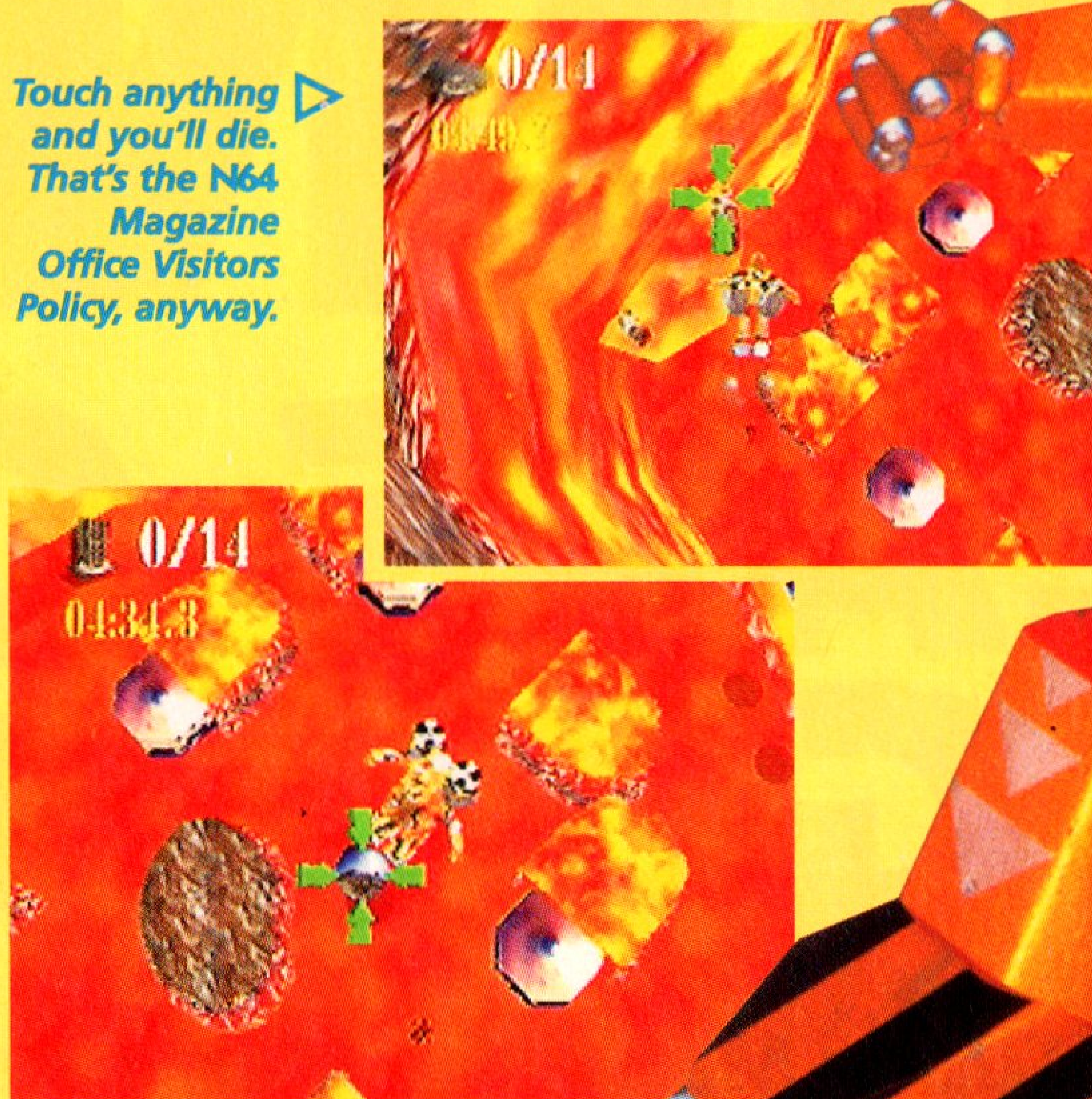
MAGMA PEAK

This is a swine. You can't touch ANYTHING apart from your objectives – the lava and volcanic walls spell instant doom. The best way to deal with the rafts is to hover at their height, a precarious inchworthy space above the magma. Crunch them first, then shatter the sphere in the center, then head toward the wall on the far left.

There are beacons and spheres arranged in an ascending sequence around the walls of the volcano, and their closeness to the walls means that precision manoeuvering is essential. If you momentarily lay off J-Bomb's thrusters, you can turn yourself on the spot to align yourself perfectly. Remember: short bursts.

There's a comms point to the right of the outside of the volcano.

Touch anything and you'll die. That's the N64 Magazine Office Visitors Policy, anyway.



So then, you've saved the world from nuclear devastation – from which only the cockroaches and Keith Richards would survive – allowed the Space Shuttle to land, and rescued the Moon from, er, some buildings. Hmm.

Right, then. Once you've gained gold medals on every single level – main AND bonus – it's onward to the farthest reaches of our solar system for some bizarre cosmic JCB action.

MERCURY



You're given the choice of Skyfall, Ramdozer and Backlash here. Choose Ramdozer.

This is a basic four-lap race against the clock. Keep as close as you can to the inside of the track, taking care not to clip the corners. In a nod to *Wave-Racian* Physics, catching air here will severely damage the essential lap briskness you'll need, so keep foursquare to the floor at all opportunities.

MARS



Ah, Backlash again. The nation sighs a collective sigh.

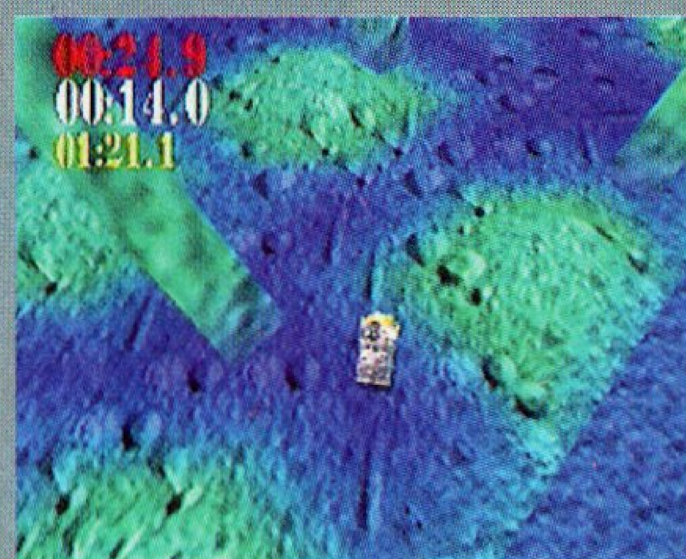
The best way to obliterate the spheres here is to tackle the level widthways; get a respectable run-up before the trenches, and you'll sail over the mid section and the alien 'dozers below, to reach the other-side orbs. Mid air turn-corrections are possible here, and there's an interesting glitch that allows extended flight. Simply keep turning sharply in mid-air, and Backlash will 'skid', with negligible loss of height. Admittedly, it's only sporadically useful, but it's helped us out of a couple of tight spots.

VENUS



This level is divided into quarters, each containing space-age crates to be flattened, and you'll need to be fast and clinically precise to get the gold. Except – yes – you're graced with the spasmodic Backlash for your efforts. This is Not A Good Thing.

NEPTUNE



The last of the space levels, and another race à la Mercury. If you hit the huge jump correctly, your trajectory will be enough to take you just around the second corner. Otherwise, be sure to follow the (dark blue) path through the (greenish white) raised areas that constitutes the rest of the track.

So then, the end. Or is it?

Well, in a way, it's very much the beginning...

Once you've added the space levels to your gold medal roster, the game goes into Gold Time Attack (many times of which you'll already have), and then Platinum Time Attack, which is, frankly, mad. You'll be up against a punishingly strict mistress of a clock (for instance, you'll have to complete Skyfall level in the region of 3 seconds. Yikes!) that will test everything you've learnt to breaking point. N64 Magazine wishes you the best of luck, because, quite honestly, you're going to need it.

WIN!

HEAPS OF N64 GOODIES!

There's an N64, *Super Mario 64*, *Mario Kart 64*, *GoldenEye 007*, *Blast Corps*, a V3 Racing Wheel, a Sharkpad Pro, four coloured Superpads and four Tremor Paks up for grabs from Excitement Direct and InterAct!



EXCITEMENT DIRECT



hat a brilliant prize, eh? And it's all thanks to our pals at Excitement Direct and InterAct.

What was that? Who are Excitement Direct and InterAct, then? Well…

Excitement Direct (and you'll want to pay close attention now) were founded three years ago as a video game mail order company. That's a video game mail order company. Their success, they tell us, has been achieved through not only supplying video games and accessories at affordable prices, but also providing a good service backed up by detailed technical knowledge of the things they're selling. Their friendly sales staff will always be able to tell you about future releases, dates and prices, and they promise rapid delivery of items that're in stock, along with an enormous range to choose from. They're the ones to thank for the N64 and the four games we're giving away.

And if you reckon Excitement Direct are long-established, wait till you hear about InterAct Accessories, makers of, for example, the V3 Racing Wheel and Sharkpad Pro. They've been going since 1991, having been founded by 23-year-old Todd Hayes, and make controllers, joysticks and accessories for all the major video game systems. They've just sold their 100,000th N64 controller in the UK alone, which is why, in a celebratory fashion, they've come up with the V3 Racing Wheel, the Sharkpad Pro, the four coloured Superpads and the four Tremor Paks that complete our prize.

And Vaduz isn't the capital of Liechtenstein if it's not so.

QUESTION 1

Who are Excitement Direct?

a) A video game mail order company
b) A maker of plastic coffee stirrers
c) A sports shop

QUESTION 2

Who manufactures the V3 Racing Wheel and Sharkpad Pro for N64?

a) InterAct
b) Drax Industries
c) Nestlé

QUESTION 3

What is the capital of Liechtenstein?

a) London
b) Cardiff
c) Vaduz





INTERACT

Hello! After much pondering I've managed to answer your questions. Let's hope I win all that stuff, eh?

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Answers (circle the right ones)

1) A B C
2) A B C
3) A B C

Send your entry to: **Yes, I Can Read Compo, N64 Magazine, 30 Monmouth Street, Bath BA1 2BW** to arrive by 1st December, 1997.

If you don't want to be sent N64-related material by Excitement Direct, please tick here: ☐

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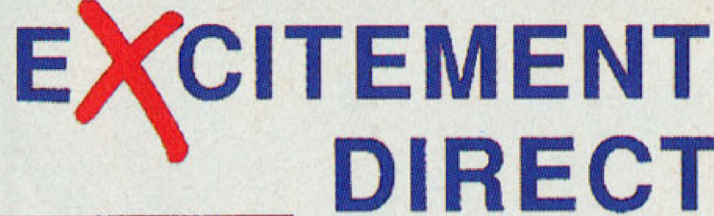
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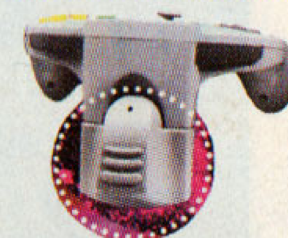


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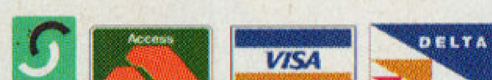
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You're through to... THE NINTENDO

If you've got a gaming problem, then the Nintendo Hotline are only a phone call away. And if you can't manage that, they write down all their best stuff down for us to print here.

This month some of the Hotline staff were led out of the office, and, blinking uncertainly in the harsh sunlight, told to clear off to London to cover the ECTS trade show. And so, clutching their tickets nervously, they did verily (?) set off into the Great Outdoors. And after much confusion after getting on the wrong train, they finally arrived at their destination...

Nintendo had a huge stand (of course), packed with the latest releases, a *GoldenEye 007* set, *Mario Kart* competitions, and the massive Challenger vehicle. Thousands of people must have walked through and they all said how impressive the N64 had become. There were simply loads of new games, including a version of *Extreme G*, the new racing game from Acclaim, as well as *Top Gear Rally*.

The Hotline was there in an advisory capacity, making sure that no one had any problems playing the games, and that the machines were all running perfectly, but additional (and unexpected) duties included being interviewed for Sky News and Swedish TV (?), taking pictures of the beautiful Bond girls on the *GoldenEye* stage, and, err... making tea.

All in all, a pretty exciting three days, and the Hotliners in question are awaiting sedation after their sojourn into normal Society.

On a more personal note, we'd like to send our special thanks to Sarah, and her wonderful friends Holly, Milla and Charlotte, in Clapham, for putting us up and putting up with us over the ECTS period. You are, without a doubt, the most gorgeous gaggle of girls on the face of this planet.

See you next month!

WHAT IS THE NINTENDO HOTLINE?

We're a team of expert games players who use our vast knowledge of all things Nintendo to help gamers in distress. Staff selection is very strict, so you can always be confident that when you talk to a councillor, they are one of the finest gamesplayers in the country and the perfect coach for your gaming skills.

Open seven days a week, 365 days of the year, the Hotline deals with over 2,000 calls a day, spread over the various Nintendo platforms. To guarantee that your call will be answered quickly and your problem answered swiftly, we have doubled our staff and increased our weekend opening hours.

Call us on **(01703) 652222** (NOT a premium rate number) and pose your game questions. We should be able to provide you with the answers, whether they're directions, cheats, passwords or simple advice. The Hotline is open Monday to Friday 12pm to 8pm, and Saturday and Sunday 10am to 6pm.

10 COMMON QUESTIONS

Or 10 questions that are commonly asked...

Q On *Blast Corps*, I can't get to J-Bomb on Argent Towers.

A Use the Backlash to destroy all the buildings that it can. Then, use it to push the large grey block on the far left side of the area out from in front of the ramp.



Get out of Backlash, go down the ramp and get into Ramdozer. Use it to push the TNT crate over to the wooden door. When the door is destroyed, get out of Ramdozer and walk through the door. You will automatically climb into the train (you won't be able to see it when you get into it, but a 'Smiley Face' will appear when you do). The 'Smiley Face' indicates that you can exit the train.



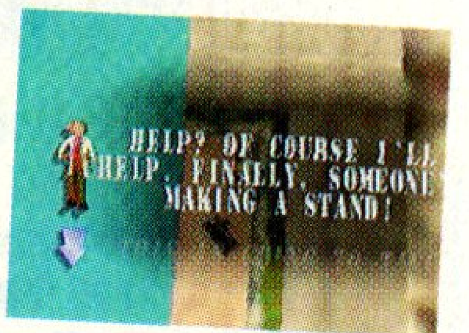
Drive the train through the tunnel until you get to the Ballista. Use the Ballista's missiles to destroy the wooden door down in the pit on the right side of the area.

Get out of the Ballista, walk down the ramp into the pit and go through the long tunnel (you will only see the driver's shadow as he is walking underground) until you come to J-Bomb.



Q On *Blast Corps*, I can't find the scientists. Which levels are they hidden on?

A The levels the scientists are craftily hiding away on are: Argent Towers, Tempest City, Ironstone Mine, Ebony Coast, Glory Crossing and Oyster Harbour.



Q How do I get to the planets after the Moon level on *Blast Corps*?

A Once you've completed the Moon, you must achieve a Gold Medal on every course before you will have access to the other Planets. That includes both the Main and Secondary courses. If you see a Course circled in green, then you have missed a Communication Tower. Therefore, you still have a Gold Medal to achieve.

Q How do I erase my game on *Blast Corps*?

A OK, quite a common question, this one. When you switch on the N64, hold Start on your control pad as the game starts up. You should get an 'Erase Data' screen. Simply choose 'Yes' and your games will be erased! Easy peasy.



☎ (01703) 652222

HOTLINE

Q I've heard there is an Expert Mode in *Lylat Wars*. How do you get to that?

A To get access to the Expert Mode, you must complete all the levels with a medal on each!



Q On the Vs. Mode, are there any other vehicles to use?

A Indeedy! If you complete the game with medals on all the levels, you will be able to use the Landmaster tanks, and if you are good enough to complete the game on Expert Mode, you can run around on foot with bazookas! Krackaboom!

Q How do you achieve the medals on *Lylat Wars*?

A The medals are awarded for not only getting the required amount of points on the different levels, but also for fulfilling certain conditions. Below are listed the requirements for each of the levels.

Aquas	150	Sector X	150
Area Six	300	Sector Y	150
Boise	150	Sector Z	100
Corneria	150	Solar	100
Fortuna	50	Titania	150
Katina	150	Venom	200
Macbeth	150	Zoness	250
Meteo	200		

In all of these stages, all of the characters must be alive! No sneaky shooting down of Slippy!!

Q I'm having difficulties getting to the Pink Bomb Buddy on Wet-Dry World on *Super Mario 64*! How do you do it?

A Right then. We've covered this one before, but it's cropped up so many times recently that we'll go through it again. There are, in fact, THREE ways to get to the hidden town. The first and second involve getting the water in the level up to it's highest point by touching the coloured diamond near the top of the curving stone ramp. Once you've done that, swim out to the wooden platform floating below the Bomb Buddy. Now you can either:
a) Double jump up and catch hold of the edge of the platform, or
b) Long jump towards the wall to your right, then wall kick back off up to the platform.
For the third method, you need to triple jump into the painting that leads into the course. This will have the effect of raising the water level slightly higher than normal, which leaves you to swim over to the metal cage in the corner of the course and just jump up, which makes talking to the Bomb Buddy completely unnecessary!

Q On *Turok: Dinosaur Hunter*, I've tried to get the Outrage Mode by completing the game on all the difficulty levels without using continues, but it hasn't worked! What am I doing wrong?

A Simple! The cheat you've mentioned doesn't exist, I'm afraid! Sorry about that.

Q What is the significance of the strange 'Toasty' guy in *Mortal Kombat Trilogy*?

A When you're on the Star Bridge stage, and the Toasty man pops up, press down and Start simultaneously to fight Khameleon. Cool!

UVVER STUFF WOT WE KNOW

HEXEN 64

CHEAT MENU

Enable Cheat Menu
Top C, Bottom C, Left C, Right C
God Mode
Left C, Right C, Bottom C
Clipping
Top C twenty times, Bottom C
Butcher
Bottom C, Top C, Left C, Left C
Health
Left C, Top C, Bottom C, Bottom C
All Keys
Bottom C, Top C, Left C, Right C
All Artifacts
Top C, Right C, Bottom C, Top C
All Weapons
Right C, Top C, Bottom C, Bottom C
Puzzle Items
Top C, Left C, Left C, Left C, Right C, Bottom C, Bottom C

WAR GODS

CHEAT MENU:

On the screen that says "Midway presents *War Gods*", press Right three times, B, B, A, A. The screen will flash if done correctly. If you go under Options, there should be a menu option called Cheat Menu. Under Cheat Menu, the available options are:

P1 SKILL
Handicap feature for Player one.

P2 SKILL
Handicap feature for Player two.

LEVEL SELECT
Allows you to choose which stage to play on.

GAME TIMER
Turn on or off the game's timer. Doh!

EASY FATALITY
You can do the fatalities without having to remember what the character's specific move is. To execute the Easy Fatality move, stand at the required distance needed to do the Fatality, and simultaneously press High Punch, Low Punch, High Kick and Low Kick.



PLAY AS GROX
On the Character Select screen, on the control pad, press Down, Right, Left, Left, Up, Down, Right, Up, Left, Left. You should hear the confirmation phrase "All Too Easy." Keep the cursor on the character it's on and press any button. The cursor will be on the name of a character, but when you start gameplay that character will turn into Grox.



PLAY AS EXOR
On the Character Select screen, on the control pad, press Left, Down, Down, Right, Left, Up, Left, Up, Right, Down. You should hear the confirmation phrase "All Too Easy." Keep the cursor on the character it's on and press any button. The cursor will be in the name of a character, but when you start gameplay, that character will turn into Exor.





TIPS EXTRA

It's something of a Tips Extra special edition this month, as we compile our Top 5 tips of all time. Which are the N64's handiest tricks? And, furthermore, why? And! We've still got space to squeeze in the bestest ever Top 10 Reader Tips!

N64 MAGAZINE'S TOP 5 TIPS

1. TUROK - DINOSAUR HUNTER
THE BIG CHEAT
Simply enter NTHGTHDGDCRTDTRK at the 'Enter cheats' screen.

Quite frankly, this is a swimmingly juicy big dream of a cheat which gives you all previously published cheats (all weapons, infinite ammo, etc.) as well as warps to all the levels and bosses. This will either ruin your game or send you into a trigger happy fit. It makes James dribble, which could, feasibly, be a sign of either.



2. SHADOWS OF THE EMPIRE
BE A BAD GUY
Select a new game slot and enter your name as _Wampa__Stompa. (The lines here are spaces. Be sure to insert two between 'Wampa' and 'Stompa' or this cheat won't work.) Select Medium game difficulty, and set the controller configuration as Traditional. You can now stomp the pesky rebels with your very own AT-ST!

Once the AT-STs appear in the second round of the battle of Hoth, press Left on the D-pad and Right C simultaneously. Then quickly press Up on the D-pad and use Right C to scroll through the camera views until you see the AT-STs. Once they're selected, use the D-pad to control your walker and press up on the D-pad to shoot those Snow-speeders down.



C'mon now, didn't Luke make you sick? Squeaky clean little twerp. Well, now you can indulge in all your Dark-Side-related fantasies. Remember: no scruples = no rules. Heh heh heh. (You can also 'be' a Wampa and a Stormtrooper – see **N64**/5 for details.)

3. MARIO KART 64
TURBO START
Yes, that one. Press the accelerator button halfway between the second and third lights coming on for an exhaust-flaming speed start.

True, the world and his dog know about this, but it's importance can never be overstated, as it is the fundamental cornerstone upon which Karting excellence is built. Many a game has been won and lost in the N64 office simply by virtue of a supreme start, and a missed opportunity is all that's needed to prompt one of Tim's infamous streams of bile-inflected, spittle-flecked profane invective, which would shock even the foulest of mouth.



4. WAVE RACE 64
DOLPHIN RIDE
Choose Stunt Mode and Dolphin Park. You must perform every stunt, and here's the patented N64 method of doing so:
Start to Checkpoint 1: Hoodstand with somersault, riding backwards, handstand.
Checkpoint 1 to 2: Clockwise barrel roll, backflip and submarine dive.
Checkpoint 2 to end: Anti-clockwise barrel role.
Now reset the game, and the intro will show dolphin-mounted racers. Hold down on the control stick when selecting your character and go to the Dolphin Park Championship warm-up. Hey presto! Not a tuna in sight.



Ah, bleary eyed with nostalgia, all those Saturday mornings sat in front of Flipper come rushing back to mind. Don't you just dream of riding a 110 Mph dolphin, somersalting off a ramp and submarine diving? Thought so.

5. PILOTWINGS 64
DRIVING ACROSS THE USA
Simply land the Gyrocopter on a nice long strip of straight road and then change the view to first-person. You can now drive! Like a car! Instead of flying! Brilliant. Ok, so it's of absolutely no use whatsoever other than its novelty value and the way that when you hit a bump you take off, causing certain people in this office to coo "Chitty Chitty Bang Bang!" in an infantile manner.



YOUR TOP TIP

Found an interesting cheat, tip, secret bit or quirky thing to do in one of your games? Then send it to us immediately! Each month we'll compile a chart of the best and if you make it in, we'll send you out a rather flash **N64** pin badge. If you get the coveted Number 1 slot we'll send you something just a little bit special. Don't send us stuff we've already printed, though, it makes James cross.

HERE'S MY TOP TIP...

It's for [game name]:

And I've found that if you:

Name ....
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Send to: Tips Extra, **N64** Magazine, 30 Monmouth St, Bath, BA1 2BW
If you don't want to cut up your magazine, send a photocopy instead, and continue on another bit of paper if you run out of room.

N64



READERS' TOP TEN TIPS

Some great stuff this month, including two new *Mario Kart* shortcuts – Daniel Parker's Toad's Turnpike one is a 'doozy', as they say, er, somewhere. We think. Elsewhere we've a selection of tactical bits and interesting game quirks, such as the mysterious Riku's *Pilotwings* tip. If you've found a smashing N64 game tip that you think the nation needs to know, then send it in via the coupon below. The monthly top tipper wins a Sharkpad Pro from the shiny stars at Interact (01204 862026).

1. MARIO KART 64

To cut off loads of time on Toad's Turnpike, use this short cut. When you reach the part of the track that crosses over the other, do a sharp turn to the right and jump the barrier (this may take some time and practice to get right). You'll fall right through the track and land on the lower part!

Daniel Parker, Winchester

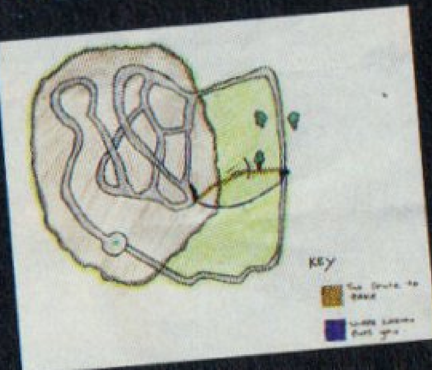
2. ISS64

When the opposition goalkeeper has the ball in his hands (after a weak shot), move your striker next to him. Now, when the 'keeper lets go of the ball and the camera is following it, hit A and B (shove) – you'll hear the 'keeper hit the floor if it's done correctly – and you'll get away with a free foul, even with Carlos as referee. This tip will make your opponents bring on their useless reserve keeper, who will be much easier to score against!

Daniel Glenfield, Abingdon

3. MARIO KART 64

To get 10 second laps on Yoshi Valley, turn left straight from the start and you'll see a tree in front of you. Go down the left hand side of it. Use a mushroom boost and jump right at the edge of the grass bank. You should sail over the fence, and Lakitu will pick you up and place you just behind the line, letting you do a ten second lap. This is extremely difficult and quite often you're put back right on the line and the lap won't register.



Steven Dyson, Poulton le Fylde and Alun Thomas, Wales

4. SHADOWS OF THE EMPIRE

The best way to kill IG-88 is to run behind him, where you'll notice five alcoves. Go into the middle one with the T-shaped piece of metal. IG-88 can't detect you, so come out of the alcove and wait. In a few seconds he'll jump down in front of you. Run back behind the metal and shoot, he won't shoot back. Repeat this several times and victory will be yours without loss of life.

Michael Burley, Devon

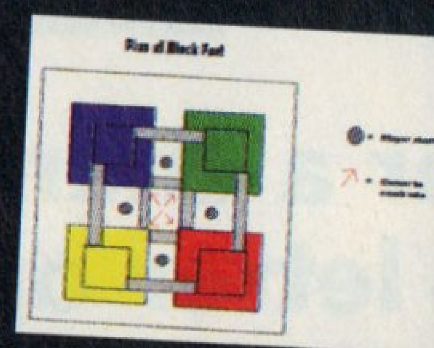
5. STARFOX 64

For extra points charge your laser, but DON'T get a lock on. Fire the laser ball at the ground beneath the enemy, or at objects to the side of the enemy, and you'll score bonus points. For example, when one enemy is in front, do as above, and you'll get 1 point for the enemy and one bonus point.

Robert McMahon, London

6. MARIO KART 64

Here's a multi-player glitch a friend and I found: on the ground level of Block fort it's possible to crash through the corner of a block in the centre of the arena. You'll fall into a black pool, and Lakitu will pick you back into the arena. This can be used to push opponents off course, causing them to lose a balloon, when you have no power-ups.



Realistically, this trick is difficult to perform, but it is fun nevertheless!

Alistair Dent and Jason Cuddy, Stirlingshire

7. DOOM 64

I've discovered a simple way of killing the 'giant brown slug'. Collect the blue orb and retreat into the back of one of the monster-spawning gates (making sure you haven't closed it with a pentagram). You'll now find it much easier to avoid its attacks. Occasionally a fireball will find its way inside, but this is easily avoided by strafing left or right. By continually strafing and shooting you'll eventually kill it with minimal loss of energy (50% at most). Interestingly, it only takes 24 missiles to kill as opposed to 44 for the Cyber-Demon.

Chris Southam, Burnley

8. STARFOX 64

I've found that if you play training mode through to the end you get into 'All-Range' mode. You probably already knew that, but if you keep shooting all the ships for long enough you get to fight Star Wolf drones that actually attack!

Ashman

9. PILOTWINGS 64

Choose Cannonball level 2 (Crescent Island). If you shoot your pilot at the red and white passenger cruiser going round the island in the bay and hit it, you'll get 5 points! It's possible to hit the boat from all four locations. So far I've been unable to hit the pesky speedboat, so I don't know if you get a score for that too.

Riku

10. A TIP FOR YOU

When playing your favourite N64 piece, always remember "Be of the game, not in the game".

Adam Cooper, the Essex Badlands

I'M THE BEST

Do you long for a chance to prove your N64 prowess to the world? A team of N64 letter openers are ready and waiting for your entry...

And still they come. We're still staggered by the amount of I'm the Best mail that we recieve every month. What's even more heartening is the spirit of dedication and good natured competition that's apparent from your many, many letters. N64 fans, it seems, are the most devoted in the world. And please, keep them coming – as good as your times are, there's room for still more excellence.

Once again, the majority of your entries are for *Mario Kart*, resulting in plenty of no-holds-barred jostling and charts in a state of continual flux. But what about *Starfox* and *Turok*? Are there any challenges to the thrones of Stuart Richards, A. Barker and Seth Eagles? C'mon, give it a go...

Anyhow, whatever game you think you're a bit handy at, send in your scores and times to the usual address. Top dogs, as always, are awarded with the fabled **N64** pin badge. Good luck!

NEW HIGH SCORE!



WIN A CONTROLLER!

Our Koopa Troopa Challenge continues apace, with our time-to-beat having been well and truly, er, beaten. James Watt from Higham is currently riding high in pole position, with a smashing time of 1'42"66. Can the little tinker be beaten? That, readers, is up to you...

Once you've mastered the short cut here, it's going to be a test of true driving skills to get the best time. And you've only got three mushrooms; we reckon it's best to use them on the final straight of each lap, across the sea, to the finish line. But maybe you've found a better place to use them... go on, surprise us, why don't you?

Send your entries to us by no later than November 7th, and if you're the victor, you'll win a Sharkpad Pro from the ever-lovely Interact (01204 862026) as well as a hand-crafted* **N64** badge. Mark your entry "Here's my Koopa Troopa Triumph" and send it to the usual address.

*By machine



THIS MONTH'S SCORE TO BEAT

Mario Kart 64
Koopa Trooper Beach
1'42"66
(PAL times only)

Star Performance



This month's Star Performance goes to Tommy Earl from Heaton, who's beaten all newcomers for the Frappe Snowland top spot with a sterling time of 00'32"32. "What?" we hear you cry "But he's cheated!"

Well, yes, it *is* an obvious short cut-led time, but it's by far the BEST short cut time we've had. If you think you can 'do' the shortcut, on all three laps, and get a better time, then do send it in along with some proof. We'll run a kind of mini-league to see who can get the ultimate Frappe Snowland 'cheat' time, just for the glory of being the best.

Meanwhile, well done, Tommy. We would send you some N64-type stuff but we've, er, lost your address in the chaos of the office. Do get in touch and tell us, and we'll see what we can do.

SUPER MARIO 64

(AMERICAN/JAPANESE)

Foot Race with Koopa the Quick			
1	0'17"6	Confirmed	GK, Darlington
2	0'19"0	Unconfirmed	Ryan Cowell, Cramlington
3	0'19"7	Confirmed	Nigel Butterfield, Manchester
4	0'21"0	Unconfirmed	Andrew Watson, Blackpool
5	0'27"5	Confirmed	Richard Durkin, Newcastle
Peach Slide			
1	0'13"2	Confirmed	James Adams, Bury
2	0'15"9	Confirmed	P Dimba, Tonbridge
3	0'16"0	Confirmed	Ciaran Haren, Belfast
4	0'18"0	Unconfirmed	Ryan Cowell, Cramlington
5	0'21"2	Unconfirmed	David Decena, Texas

(PAL)

Foot Race with Koopa the Quick			
1	0'13"5	Confirmed	Owain Brimfield, Peel
2	0'13"8	Confirmed	Barry Gannon, Caithness
3	0'16"0	Confirmed	Richard Savage, Berkshire
4	0'16"7	Confirmed	Matthew South, Sheffield
5	0'17"2	Confirmed	Andrew Densley, Bath
6	0'17"3	Confirmed	Neil Tate, Doncaster
7	0'17"7	Confirmed	Erwin Zeevart, Holland
8	0'17"7	Confirmed	Daniel Dunn, Lincolnshire
9	0'17"8	Confirmed	Rony Costa, Hillingdon
10	0'18"0	Confirmed	Tom Chase, Dorset
Peach Slide			
1	0'13"0	Confirmed	Trev Henderson, Harrogate
2	0'13"0	Confirmed	Marc Bennett, Newcastle
3	0'13"1	Confirmed	Zahir Ishani, Surrey
4	0'13"2	Confirmed	Dave Parsons
5	0'13"3	Confirmed	Andrew Mills, Londonderry
6	0'13"3	Confirmed	Ed Quinn, Manchester
7	0'13"3	Confirmed	Micke Laasko, Finland
8	0'13"4	Confirmed	Simon Flint, Emsworth
9	0'13"7	Confirmed	James Gillott, Dorking
10	0'13"8	Confirmed	Rony Costa, Hillingdon

WAVE RACE 64

(AMERICAN/JAPANESE)

Time Trial Sunny Beach			
1	1'03"755	Confirmed	William Lam, Bristol
2	1'04"726	Confirmed	Dilpesh Varsani, London
3	1'05"266	Unconfirmed	Paul Knight, Exmouth
4	1'05"478	Confirmed	GK, Darlington
5	1'05"820	Confirmed	Carl Waters, Telford

(PAL)

Time Trial Sunny Beach			
1	1'15"149	Confirmed	Gareth Gibson, Rickmansworth
2	1'15"830	Confirmed	Andrew Mills, Londonderry
3	1'16"280	Confirmed	Andrew Cole, Bracknell
4	1'16"293	Confirmed	Jonathan Mielcarek, Somerset
5	1'17"005	Confirmed	Chris Tape, Rayleigh
Stunt Mode Dolphin Park (Any version)			
1	28160	Confirmed	Jon Oyvind Tosdal, Norway
2	26073	Confirmed	Nicky Stanford, N. Ireland
3	25195	Confirmed	Michael Ferret, Braunton
4	25172	Confirmed	Norman Obeseki, Leeds
5	24986	Confirmed	Robin Bonass, Herts
Time Trial Glacier Park			
1	1'45"480	Confirmed	Andrew Cole, Bracknell
2	1'46"189	Confirmed	Nick Tew, Swindon
3	1'52"222	Confirmed	Chris Redit, St. Albans
4	1'52"456	Confirmed	Robin Weaver, Suffolk
5	1'52"789	Confirmed	Terry Hall, London
Stunt Mode Glacier Park (Any version)			
1	35875	Confirmed	William Stagg, Wiltshire
2	35305	Confirmed	Gareth Gibson, Rickmansworth
3	33155	Confirmed	Alain Keersmaekers, Belgium
4	28045	Confirmed	Sean Coxhead, Haslingden
5	18943	Confirmed	Andrew Morrison, Ireland

MARIO KART 64

(AMERICAN/JAPANESE)

Luigi Circuit

1	1'40"23	Confirmed	Marc Duport, Guernsey
2	1'42"76	Confirmed	Steven Dyson, Poulton le Fylde
3	1'42"92	Confirmed	Mike Davis, Dundee
4	1'43"01	Confirmed	Tatu Luostavinen, Finland
5	1'43"06	Confirmed	Mike Hurry, Aberdeen
6	1'43"33	Confirmed	Mark Lethbridge, Broadstairs
7	1'43"45	Confirmed	Andrew Taylor, Reading
8	1'43"65	Confirmed	GK, Darlington
9	1'43"68	Confirmed	Ian Taylor, Reading
10	1'44"00	Confirmed	Dawn Ford, Dundee

Mario Raceway

1	0'54"58	Confirmed	Marc Dupont, Guernsey
2	0'54"64	Confirmed	Steven Dyson, Poulton le Fylde
3	0'55"12	Confirmed	Ian Chan, Stirlingshire
4	0'55"36	Confirmed	Marc Duport, Guernsey
5	0'55"70	Confirmed	Graham Dibley, Basingstoke
6	0'55"82	Confirmed	Mike Hurry, Aberdeen
7	0'55"83	Confirmed	Robert Klooskeihois
8	0'56"15	Confirmed	Ben Ford, Cleveland
9	0'56"13	Confirmed	David Nixdorf, Warrington
10	0'56"39	Confirmed	Andy Boskett, Crewe

Royal Raceway

1	1'49"63	Confirmed	Steven Dyson, Poulton le Fylde
2	1'50"14	Confirmed	Marc Dupont, Guernsey
3	1'50"43	Confirmed	Jon Stanley
4	2'32"73	Confirmed	Arthur van Daless, Holland
5	2'33"84	Confirmed	Mark Lethbridge
6	2'34"10	Confirmed	Nick Payne, London
7	2'34"26	Confirmed	Mike Hurry, Aberdeen
8	2'34"79	Confirmed	Marc Dupont, Guernsey
9	2'34"81	Confirmed	Marc Edgeworth, Gloucester
10	2'35"34	Unconfirmed	Simon Franklin, Leeds

(PAL)

Luigi Circuit

1	1'33"67	Confirmed	Graham francis, Cronleigh
2	1'41"31	Confirmed	Stephen Ball, Macclesfield
3	1'43"07	Confirmed	Joe Timms, Ashcott
4	1'44"43	Confirmed	Thomas Foster, Derby
5	1'57"32	Unconfirmed	Richard Gale, Milcote
6	1'58"76	Confirmed	Margaret Hodge, Cheshire
7	2'00"21	Confirmed	Stelios Giamarelos, Greece
8	2'01'28	Confirmed	Alex Graham, Staines
9	2'01"82	Confirmed	Stuart Hayward, Wiltshire
10	2'02"58	Confirmed	Edward Webb, Cornwall

Royal Raceway

1	2'11"11	Unconfirmed	Gary Thomson, Bonnyrigg
2	2'12"34	Confirmed	Chris Sheperd, Nunthorpe
3	2'12"87	Confirmed	Andrew Hannath
4	2'12"93	Confirmed	Trevor Scannell, Barking
5	2'12"96	Unconfirmed	Agent N64
6	2'13"49	Confirmed	Matthew Keys, Ely
7	2'14"79	Confirmed	Jimmy San, Leicester
8	2'14"80	Confirmed	Tommy Earl, Heaton
9	2'14"94	Confirmed	Alun Thomas, Wales
10	2'15"20	Confirmed	Jason Pickman, Braintree

Koopa Trooper Beach

1	1'42"42	Confirmed	Andrew Hannath
2	1'42"66	Confirmed	James Watt, Higham
3	1'42"92	Unconfirmed	Gary Thomson, Bonnyrigg
4	1'44"77	Confirmed	Simon Dodds, Harpenden
5	1'44"93	Unconfirmed	Agent N64
6	1'45"27	Unconfirmed	Chris Macham
7	1'45"57	Confirmed	Chung Wong, Telford
8	1'45"71	Confirmed	Nick Tew, Swindon
9	1'46"69	Confirmed	Andrew Densley, Bath
10	1'47"20	Confirmed	Richard Dunn, Lincolnshire

Frappe Snowland

1	00'32"32	Confirmed	Tommy Earl, Heaton
2	00'48"27	Confirmed	Andrew Hannath
3	00'53"29	Confirmed	Andrew Valentine, East Grinstead
4	2'07"61	Unconfirmed	Gary Thomson, Bonnyrigg
5	2'08"37	Unconfirmed	Howard Paul, Bristol
6	2'09"29	Unconfirmed	Agent N64
7	2'11"14	Confirmed	Trevor Scannell, Barking
8	2'11"98	Confirmed	Alain Keersmaekers, Belgium
9	2'12"37	Confirmed	Matthew Keys, Ely
10	2'12"42	Confirmed	Paul Ovens, Bristol

Bowser's Castle

1	2'20"42	Unconfirmed	Gary Thomson, Bonnyrigg
2	2'21"98	Confirmed	Andrew Hannath
3	2'22"47	Confirmed	Nick Tew, Swindon
4	2'23"47	Confirmed	Nick Syrad, Reading
5	2'24"24	Confirmed	Simon Dodds, Harpenden
6	2'24"80	Confirmed	Phillip Alexander, Peterborough
7	2'25"49	Confirmed	Jason Pickman, Braintree
8	2'25"68	Confirmed	Richard Dunn, Lincolnshire
9	2'27"06	Confirmed	Trevor Scannell, Barking
10	2'27"88	Confirmed	S. P. Richards, Dorking

Banshee Boardwalk

1	2'10"70	Unconfirmed	Gary Thomson, Bonnyrigg
2	2'11"28	Confirmed	Andrew Hannath
3	2'13"89	Unconfirmed	Agent N64
4	2'14"37	Confirmed	Simon Dodds, Harpenden
5	2'14"53	Confirmed	Nick Tew, Swindon
6	2'14"54	Confirmed	Alain Keersmaekers, Belgium
7	2'15"15	Confirmed	S. P. Richards, Dorking
8	2'16"64	Confirmed	Andrew Densley, Bath
9	2'16"69	Unconfirmed	Remco van der Brink, Holland
10	2'17"98	Confirmed	Michael McGarrity, Strathaven

TUROK

(PAL)

Time Challenge mode

1	1'23"	Confirmed	Stuart Richards, Dorking
2	1'39"	Confirmed	Andrew Mills, Londonderry
3	2'32"	Confirmed	Wayne Starkey, Harpenden
4	2'37"	Confirmed	Matthew Griffiths, Colchester
5	2'40"	Confirmed	Martin Sturrock, Goostrey
6	2'44"	Confirmed	Paul Taylor, Poynton
7	2'46"	Confirmed	Jamil Yahyaoui, Belfast
8	2'48"	Confirmed	Scott Brown, Stocksfield
9	2'50"	Confirmed	Karen Callow, Winton
10	2'51"	Confirmed	Stephen Daulby, Warrington
11	2'53"	Confirmed	Tony Hills, Cleveland
12	2'53"	Confirmed	Johannes Virtannen, Finland
13	2'53"	Confirmed	Tom Walker, Essex
14	2'57"	Confirmed	Nick Perry, Pontypool
15	2'58"	Confirmed	Joe Timms, Ashcott
16	2'59"	Confirmed	Erwin Zeevart, Holland
17	3'32"	Unconfirmed	Neil Plant, Falmouth
18	3'00"	Confirmed	William Lam, Bristol
19	3'05"	Confirmed	Laurie Goodman, Lewes
20	3'04"	Confirmed	Gerry Hardiman, Bognor

STARFOX

(ANY VERSION)

Level 1, Corneria

1	222	Confirmed	A. Barker, Gwent
2	213	Confirmed	GK, Darlington
3	207	Confirmed	Seth Eagles, Gwynedd
4	204	Confirmed	Marc Duport, Guernsey
5	202	Confirmed	Roger Vance, Newtownards
6	197	Confirmed	Johnny Town, Horbury
7	187	Confirmed	P A Downs, Southampton
8	183	Confirmed	Andrew, Macclesfield
9	183	Confirmed	Spike Carson, Arizona
10	182	Unconfirmed	Stuart Long, Bury

Total Hits

1	1729	Confirmed	Seth Eagles, Gwynedd
2	1613	Confirmed	Pekka Tarkka, Finland
3	1536	Confirmed	GK, Darlington
4	1450	Confirmed	Nick Payne, London
5	1442	Confirmed	Mike Hurry, Aberdeen
6	1430	Unconfirmed	Johnny Town, Horbury
7	1398	Confirmed	Chris Turnbull, North Shields
8	1374	Confirmed	Johnny Town, Horbury
9	1372	Confirmed	David Coates, Bulwell
10	1371	Confirmed	Spike Carlson, Arizona

How to enter

You can enter as many of the leagues as you like, as many times as you like. But (ah! But!) if you want any of us suspicious types at **N64** Magazine to believe you, you'll have to send a picture or a video of your achievements. Only then will the coveted word 'Confirmed' affirm your excellence. If you're sending photos you MUST please write your name, address and score/time on the back of each. With videos, please tape a label with the relevant info to the case. This is very important, as anything we recieve has a habit of being absorbed into the stalagmites of correspondance through which we wend our delicate way every day.

Send your entries to:
I'm The Best, N64 Magazine, 30 Monmouth Street, Bath BA1 2BW.

If you'd like your stuff back, include a SAE with your entry. We'll do our best to get it back to you, but it's best not to send Aunt Dot's copy of her Golden wedding anniversary. If your score doesn't appear, don't worry – we work to harsh deadlines, and it's not always possible to get everything in the issue. It will appear eventually, though.



N64 MAGAZINE Back Issues

Holes in your **N64** Magazine collection? Then exclude that draught with some carefully chosen back issues. They're as fresh as the day they were printed – and cheap, too!

SOLD OUT!

ISSUE 1
The Super Mario Edition

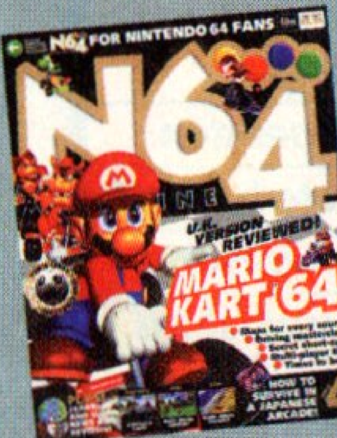
SOLD OUT!

ISSUE 2
The Blast Corps Edition



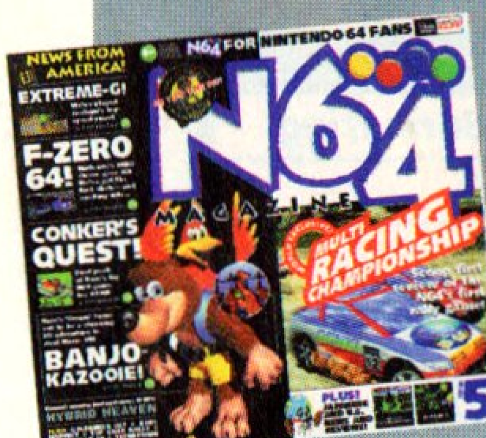
ISSUE 3
The Starfox Edition

Frankly superb *Starfox 64* and *Doom 64* import reviews along with *International Superstar Soccer 64* and *Killer Instinct Gold* UK reviews. Second parts of our *Mario 64* and *Shadows* 'How to...'s, as well as a quick guide to playing Japanese games. And! There's a huge survey of Japanese developers.



ISSUE 4
The Mario Kart Edition

Enormous review and guide for the PAL version of *Mario Kart*. Exclusive Future Looks at *Struggle Hard, Holy Magic Century* and *Sonic Wings Assault*. Reviews of *War Gods* and (PAL) *Mortal Kombat* as well as superb features on Japanese arcades and *ISS64*, and yet another helping of *Super Mario* playing tips.



ISSUE 5
The Multi Racing/E3 Edition

World exclusive review of *Multi Racing* as well as massive coverage from E3. Superb Future Looks at *GoldenEye, Banjo, Extreme G* and *F-Zero* as well as the very last instalment of our *Mario 64* tips. Tim's feature on E3 is superb and if all that wasn't enough, there are spanking great reviews of *Go Go!! Troublemakers* and *Blast Corps!*



ISSUE 6
The RPG Edition

FuSoYa predicts the future for all of the N64's biggest RPGs including *Zelda* and *Mother 3*. PAL *Gretzky* and *Hangtime* are reviewed as well as the Rumble Pak-friendly *Wave Race* and *Mario 64*. *Pilotwings 64* gets all tipped up, there are Future Looks at *Rev Limit, Duke Nukem* and *Silicon Valley*, and there's our famous *Mario Kart* personality test too!



ISSUE 7
The Yoshi Edition

Piles of info regarding *Yoshi's Story*, as well as our first look at *Diddy Kong Racing*. *Doom 64* gets a thorough PAL review, with tips on how to do all the tricky and/or secret bits. *F1 Pole Position* gets taken around the track and the import reviews include *GoldenEye 007* and *Goemon*. As for tips, we round up all the known *Mario Kart* short cuts.

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The world of the Nintendo 64 is a mysterious place, filled with impossible screenshots, shrinking magazines and over-pervasive apes. Trying to make sense of it all (in the strongest possible terms) are the ever-diligent readers of N64 Magazine.

Write to us at:
Club 64, **N64** Magazine, 30 Monmouth Street, Bath, BA1 2BW
Fax: 01225 732275
e-mail: n64@futurenet.co.uk
Any letters printed win a prized N64 Magazine badge!



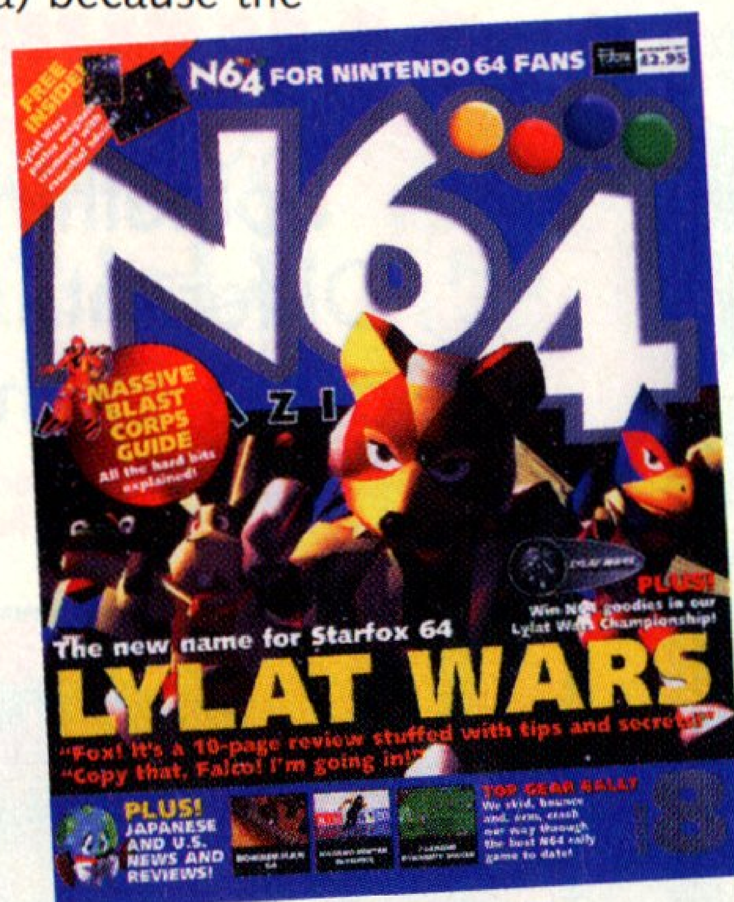
"A bad name"

When I was in York, I went in to a shop to look at the N64 games, and when I got to them, on demo was supposed to be *Super Mario 64*, but it was *Super Mario World* on the SNES! This is giving the N64 a bad name. You have to DO SOMETHING!
Gary Loughheed, Blackburn

I've raised my left leg into the air. Will that do? **Ed**

"Important revelation"

I've just realised something! I get several games mags each month but **N64** Magazine is the only one I read cover to cover – even articles on games I'm not really interested in, such as Wayne Gretzky and Forsaken.
Why is this?
Well, on further thought I believe it's (a) because the quality of the writing is so good that most of the articles are sufficiently interesting and at times entertaining that they warrant reading in their own right anyway, (b) there's always the chance of an important revelation that I might otherwise miss, and (c) the best things require absolute completion (*SM64* and *Starfox 64* bear testimony to this).
Just thought you ought to know!
Tony Moogle Kenley, Surrey



Great! And with our morale suitably boosted, it's back to the complaints... **Ed**

"Keep quiet"

One Mr Andrew Mills from Londonderry. Is it just me, or has everyone else noticed but decided to keep quiet? This man does nothing but use his N64 and his camera.

When I saw the time he'd achieved for the preliminaries of the *Mario Kart* championship, I'd then only mustered a mere 1.15"38, after a couple of hours' play. And so I admired the man. But now he's pushed it too far. I can handle his time trials (especially the *Wave Race* one), but the photos of *Pilotwings*! Please, Andrew, leave your house. Do something else. Anything! Otherwise things could get serious. We could be subjected to time trials over 'how quickly the N64 can be plugged in and turned on', with pictures of Andrew holding his stopwatch.
5th, issue 6

Andrew does occasionally leave his house. In fact, he popped in to see us this month, and, would you credit it, brought his video camera. **Ed**

"Funny colours!"

The other day, I was having a close look at the back of my (UK) *Super Mario 64's* box. On it I noticed some peculiar-looking screenshots of the game. One shows Mario in the mirror room with only three power stars, but at least 30 are required to reach this point. Another shows Mario in Course 8: Shifting Sand Land with only five power stars. At least eight must be found before unlocking the door which leads to this point. Yet another shows Mario fighting Bowser with only one Power Star – eight are required! The life, coin and Power Star counters look different and are in funny colours! The place where Mario is fighting Bowser is also different! Have you guys got any idea what's going on?
Michael Hughes, Belfast

Don't panic. The explanation here is that, as with the weird Mario Kart screen-shot in issue 6's Club 64, Nintendo have illustrated the game with early pictures taken before the game was finished. This is often done because a game's packaging tends to be designed and printed in advance of the game itself going into production. Quite why Nintendo have done this for the UK version, though, which came out nine months after Mario 64's Japanese release, is another of those ineffable Nintendo-related mysteries. **Ed**

"That thing"

Today I had just managed to rip the packaging off my new and wonderful copy of *Blast Corps*, and was looking at the small Nintendo leaflet, when I noticed the screen-shots of *Mario Kart*. In player 4's screen, what the heck is that feather for? Is it the feather from *Super Mario* on the SNES, which makes you fly? And what's that thing in the item box on player 2's screen?
John Tang, Epping



Pre-production pictures again. The little character position icons are facing the wrong way too, you'll notice. The feather featured in Super Mario Kart *on the SNES, and allowed you to hop over things, but looks like it was ditched at the last minute from MK64. Quite what that weird red thing might be, however, we've no idea. Readers, your suggestions please.* **Ed**

"There it was!"

I was hoping I'd have a chance to win a control pad with a cheat I discovered for *Mario Kart 64* that I hadn't seen printed in your magazine. So I sent it to Readers' Top Ten Tips about two months ago. Since then I've always read the magazine, hoping it would appear.

On Wednesday, 20th August, a week before I went back to Spain, I couldn't wait to see if it appeared, and because I know the magazine normally comes out in the shops a day before you advertise (*In some kind of parallel universe, is this?* – Ed), I went into town to buy it,



The controversial Mario Kart cheat in question. Sorry, Juan, I'm afraid Paul Williams must have just pipped you at the post.

ringing WH Smith's first to make sure it had arrived.

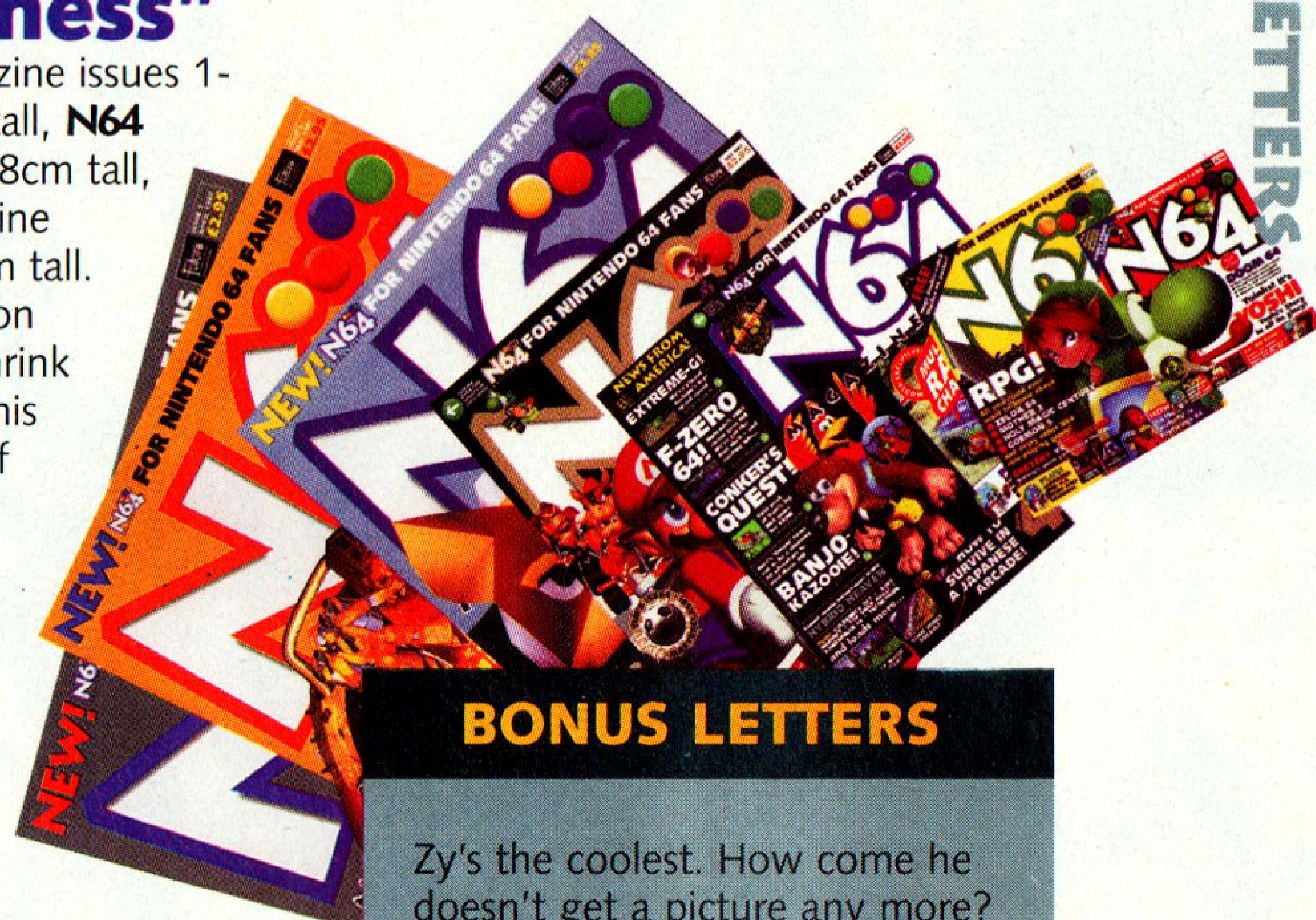
When I arrived at the shop they were still in the plastic covering, and all I could see was *Zelda 64* on the cover. I couldn't wait to see it, as I had a feeling that at least one of my letters was printed. When I got to see the Readers' Top Ten Tips, there it was! The cheat I'd sent in was number one! Then… a few lines below… WHAT? Paul Williams? That's not me! I felt like ripping up every single **N64** Magazine in the shop, and going home without buying it. But I didn't. I like it too much, and just had to buy it.
Juan Orive Siviter, Madrid, Spain

Sorry. Often with the best cheats, loads of people tend to discover them at the same time, and it's pot luck as to who gets them to the **N64** *office first. Hopefully a badge will be of some consolation.* **Ed**

"Nothingness"

Listen up. **N64** Magazine issues 1-4 are all 28cm 1mm tall, **N64** Magazine issue 5 is 28cm tall, and now **N64** Magazine issue 6 is 27 cm 9 mm tall. What's going on? Soon **N64** Magazine will shrink into nothingness. Is this because of the lack of N64 software, or are there any other reasons?
Tom Holzer, via e-mail

Erm, it's the cold weather. You know how it is. **Ed**



BONUS LETTERS

Zy's the coolest. How come he doesn't get a picture any more? He did all that hard work on *Mario, Pilotwings, Killer Instinct* Gold and others. But all he got was three pictures.
Kevin Eddie, Chester

Zy's now so cool, unfortunately, that he runs away whenever we point a camera at him. **Ed**

A couple of issues ago, someone was talking about a cheap imitation of **N64** Magazine. It's true! Someone has been making a mag just like **N64**. It's disgusting. It makes me sick just thinking about it.
Suzie Rishworth, Farnham

Bleurgh. **Ed**

'Lylat Wars'! Why? Why not 'Starforce 64', or something equally less embarrassing?
Ray Gomes, Ashford

Or 'Starfighter 64'. Or 'Star Hunter 64'. Or 'Star Pilot 64'. Anything! **Ed**

I can't understand how people can manage without games like *Mario, Wave Race* and *ISS 64*.
Knut Steile, Norway

Baffling, isn't it? **Ed**

I thought your *Starfox 64* review was the best review I've ever read, and, by Slippy, I've read a few.
Peter King, Rustington

Thanks. I thought yours was the best letter I've ever read. **Ed**

I've sent you a present. It's a pop-up Melissa George to put on your desk.
B Payne, Plymouth

Thanks very much. Tim flicked an elastic band at her, though, and she fell down the side, where I can't reach. **Ed**

DREAM ON

Here's where dreams could become reality, if any clued-up games developers are reading...

SEIKEN DEN SETSU 3 SPECIAL EDITION
What I really want to see is an updated, translated version of the amazing Super Famicom game *Seiken den Setsu 3* (or *Secret of Mana 2*, which would have been the name had it ever been released here in the West). It would have





scrolling (in-out like in *Yoshi's Story*), huge polygon bosses, more frames of animation (even though the SNES version had a satisfying amount of frames), larger sprites, updated magic (explosions à la *Turok*), anti-aliasing and, of course, 3D flammie/Buu Suka Buu/BonBoyagie flight! This would be really cool.
Andre Tonnesen, Norway

That would be smashing, but it's unlikely ever to happen. Still, that's what dreams are for. **Ed**

ONE-TRACK RACING
I'd like to play a racing game that has only one track and only a few cars to choose from. I know what you're thinking: this would be a big bore. Indeed, many games are criticised for only having a few tracks – *Ridge Racer*, for instance. But the idea is that, because there's only one track, the detail and action would be superior. It would be a bit like *Pro Pinball: The Web* on the PlayStation, which only has one, highly detailed table. The best example of this is Sega's new arcade machine, *Le Mans 24-Hour*, using their new AM-3 board, which has just the one track.
Adrew Cole, Bracknell



I'm not so sure. One-track games are great in the arcade, where you only play them occasionally, but I reckon that single track's appeal would start to wither under the intensive playing it'd get at home. Take a look at Diddy Kong Racing *for tracks that are both numerous and detailed.* **Ed**

TUROK 3
My idea for a new game is *Turok 3: In New York*. The game would be along the same lines as it is now, but you could blow up cars and there'd be a lot more people to kill. The aim of the game would be to collect the secret gems which the Campaigner (again) had sent into the future to New York, along with Turok and lots more baddies trying to stop him getting his hands on them. And also, as he's a dinosaur hunter he could kill mech raptors and triceratopses!
Simon Brooks, Hertfordshire

And instead of fog, of course, there'd be smog. Perfect. **Ed**

BATMAN 64DD
I'd love to see an RPG for the 64DD based on the Batman animated series. It would be viewed from a *Mario 64* viewpoint, and would take advantage of the 64DD's clock and rewritable capacity.

By day you would take control of Bruce Wayne. You'd arrange meetings with company bosses of whom you were suspicious, and collect info. Or, as the game would be played in real-time, a criminal might escape suddenly from Arkham Asylum. At this point you could return to the Bat-cave and adopt a false identity (such as 'Matches' Malone) and go to one of Gotham's sleazy dives and ask the local thugs if they've heard on the street what the criminal's scheme is. Then, if things got a tad rough, you could slip into a Bat-costume and fight your way out.

There'd be update discs, with new characters to control like Robin, Batgirl, Huntress and so on. I'd love Konami to do this game, as they can clearly do great 3D games. They also did marvellous jobs of Batman animated and Batman Returns on the SNES.
James Toye, Glasgow

This would indeed be great, especially if you had the full complement of Bat-accessories and the graphics were as stylised as the cartoon. A fine idea. **Ed**

Woken up with a brainwave? Then write it down quick and send it to: Dream On, N64 Magazine, 30 Monmouth Street, Bath BA1 2BW.

GO! GO!

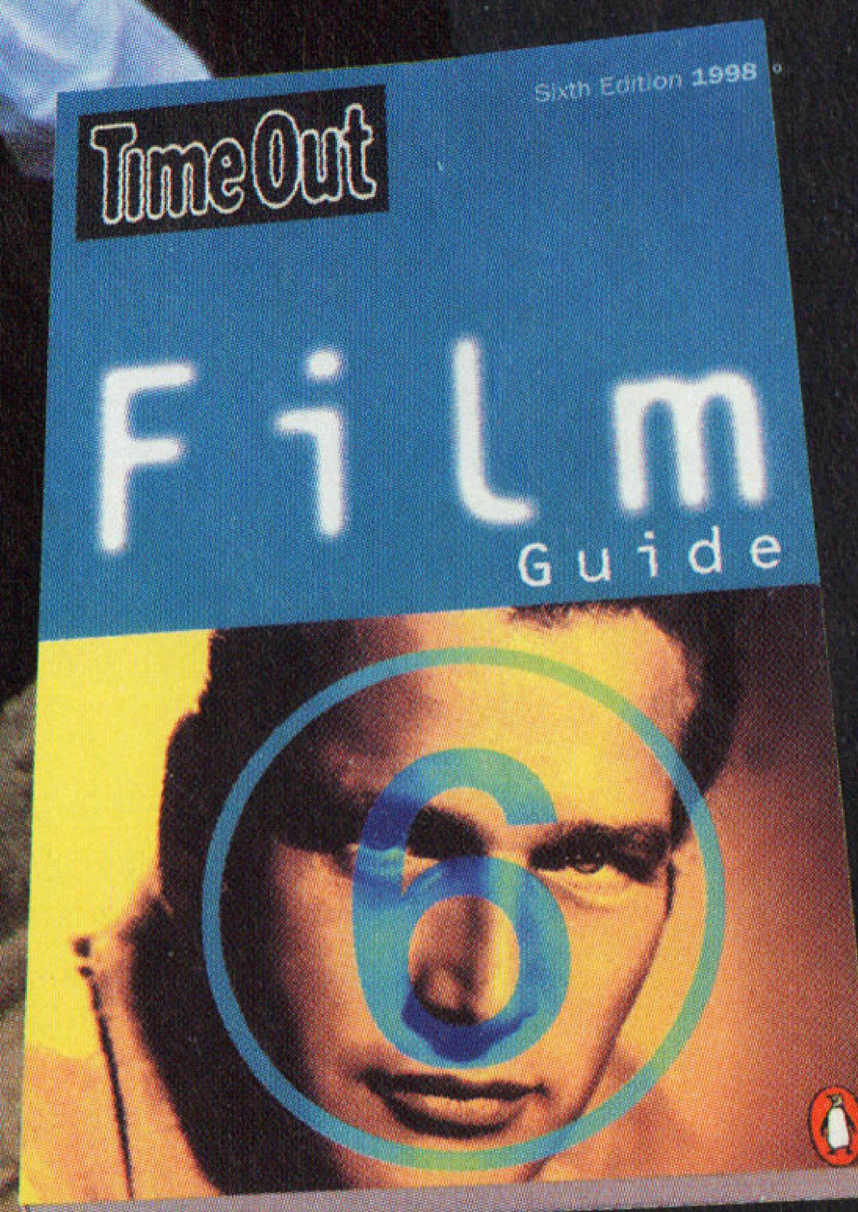
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INVENTION CORNER

Welcome, would-be Sir Clive Sinclairs, to the N64 Magazine lab, where the technology of tomorrow is hatched. Possibly.

GAME BOY 64
Nathan Missen of London reckons it's time the Game Boy was replaced with something a little more sophisticated: a hand-held N64. (And so do Andrew Hoggett of Cardiff and John Lewis of Milton Keynes, coincidentally.) He's cunningly incorporated the N64's innards into a Controller and stuck a screen in the centre of it. His pricing is perhaps a little eccentric – £99.99 for games and 3p for memory cards that plug directly into the carts – but he's probably spot on with his external battery pack with 28 cells in it: colour hand-helds eat electricity like lawnmowers.

TILT PAK
When we ran our design-a-controller-plug-in competition back in issue 3, billions of you suggested something that makes the Controller react when it's tilted, which is what you do anyway when you're trying to evade persistent baddies. Jason Steadman of Wallasey has pursued the idea further, coming up with an ingenious system of ball bearings and electrodes to detect movement. He's even included a clip to stop the Controller's cable getting in the way. The Tilt Pak's a fine idea. So, third-party peripheral manufacturers, how about it?

PRINT CLUB 64
With the N64 struggling in Japan, what Barrie Davies of London reckons is that Nintendo should cash in on the craze for Print Club sticker machines (as featured in Max's arcades feature in issue 4). So he's designed a simple combined scanner and printer that plugs into a spare Controller port and allows you to scan in photographs, adorn them with game-related pictures, and then print them out as stickers. "It would help to revive N64 sales in Japan," Barrie reckons, "but a release over here would be unlikely." Nintendo's next move after the 64DD?

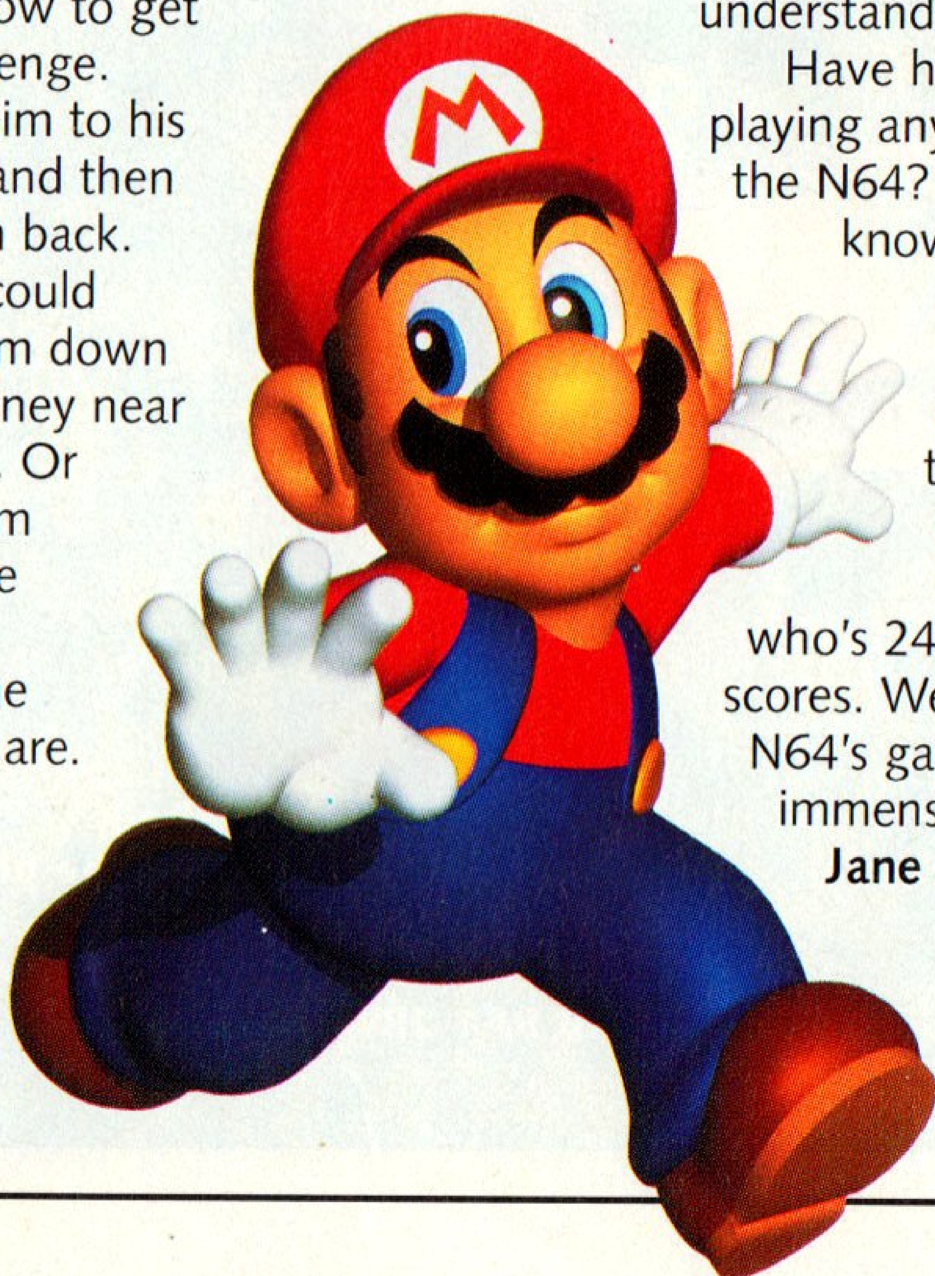
Invented something? Then jot down how it works – and do a sketch if possible – and send it to: Invention Corner, N64 Magazine, 30 Monmouth Street, Bath BA1 2BW. As with everything in Club 64, any ideas we print win their creators gleaming N64 Magazine badges.

"Down the chimney"

I've thought of a few uses for *Super Mario 64* other than playing it as usual.

Firstly, you could use it to pick numbers for the National Lottery. Simply attempt all three slides twice (Peach Slide, Course 4 Slide and Course 12 slide), each time noting how many coins you collect. If you collect more than 49 on any attempt, divide it by two (and, if necessary, round it up). There are many different ways to get these numbers. On Course 4, for example, choose to play with or without your penguin opponent, or to handicap you even further, play Course 4 Slide, Star 3, having got all 120 Stars to race against an even bigger and tougher penguin. Another option would be to try to avoid as many coins on these slides as possible, and the number you do accidentally get is the number you put on your Lottery card. So far I've won £10 twice over four weeks!

On Course 4, you may have got angry at the little penguin you try to rescue if he repeatedly walked away and was hard to pick up. Here's how to get your revenge. Return him to his mother and then steal him back. Or you could chuck him down the chimney near the start. Or chuck him down the shafts where the cannons are. You can even chuck him off a hill.



With a couple of friends you could play your own *Mario Athletics*. Simply go through your favourite courses and compete. For example, on Tall Tall Mountain (just before the canyon before the pink Bob-Omb), see could can long-jump across the gap parallel to the wooden walkway. Or on Course 15, see who can do the most wall kicks in an attempt to reach the blue coins and pink Bob-Omb. Or try a marathon/free-style, using any means necessary to get away from the 1-Up mushrooms that chase you. For instance, outside the castle a mushroom 1-Up in the third tree from the waterfall will chase you until it touches you.
Andrew Antoniades, London

Ingenious. But can you think of a gaming use for our lonely and disused FIFA cart? **Ed**

"Don't understand kids"

I just had to write in sympathy with Jeremy Davies from Chichester, who says his parents don't understand kids.

Have his parents actually tried playing any of the great games on the N64? If not, they really don't know what they're missing. I myself am a 29-year-old mum and I just can't wait to get my hands on the latest games. Sometimes I'm up most of the night with my friend, who's 24, trying to better our scores. We've got nearly all the N64's games and enjoy them all immensely.
Jane Coldwell, Portsmouth

Would you like to be our collective **N64** *mum?* **Ed**

"Key chains, ice-creams"

I've just got back from my summer holiday in France. I don't know what their problem is, but wherever I went I couldn't escape Donkey Kong. He was on all the Kellogg's cereal boxes, and there were Donkey Kong action



figures, sticker collections, trading cards, key chains, ice-creams, Pogs, a comic and even a tacky Saturday morning children's show which only had Donkey Kong at the beginning. Worst of all (trust the French) there's a Donkey Kong record.
Tim Henry, Reading

It sounds like our chums across the Channel have fallen victim to the evils of marketing, which you can read all about on page 98. Well, the French? What have you got to say for yourselves? **Ed**

"Key chains, ice-creams"

I felt compelled to send in some more *Pilotwings* photos. I hope you like them. I would also like to say thanks for the work experience. It really was great. You may think that I caught you at a bad time (being past your deadline), but it was the perfect time to see what it's REALLY like working on a games mag. So all you out there reading this should listen up:

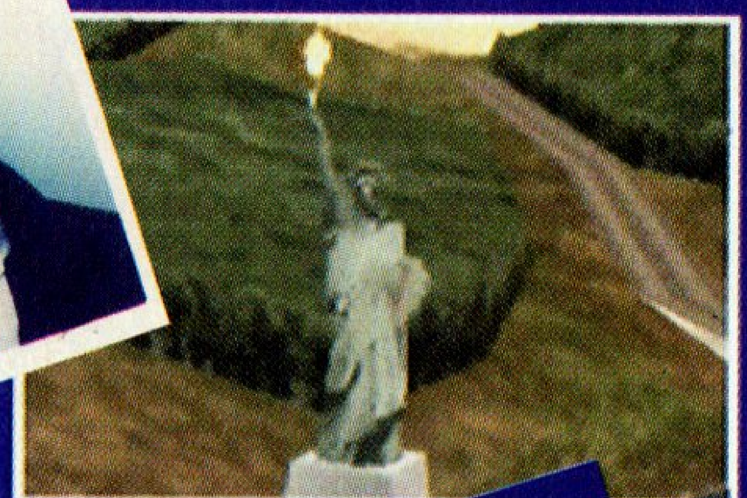
Stop harrassing Wil. This man is exceedingly busy and works more hours than there are in the day. Stop asking him to 'do' more covers. I would like more myself, but you can only truly appreciate the amount of work this man does when you see him in action.

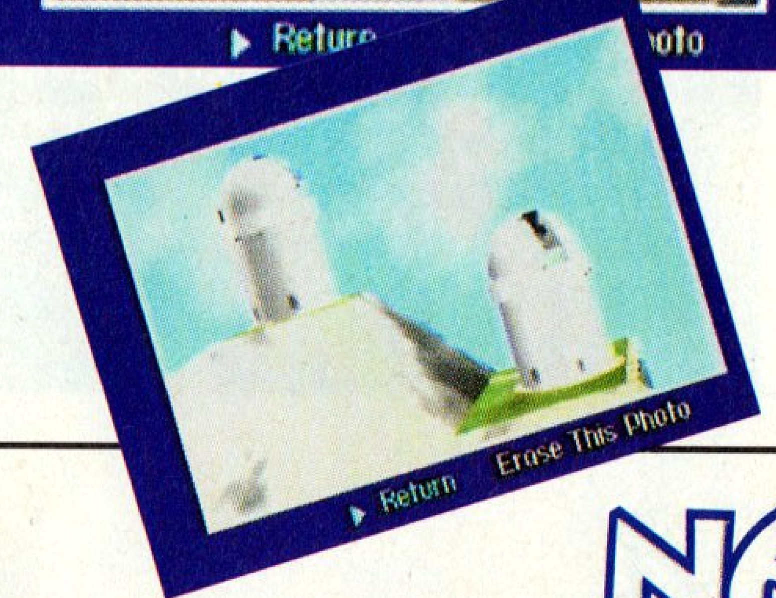
Also, these guys DON'T play games all day. They do, of course, play them (that's their job, after all), but there's a hell of a lot of pressure involved and a HELL of a lot of writing – more than you'd think.

So stop whining and forget all those illusions that working on a games mag is just playing games all day. Those wanting to work on a mag listen very carefully: you MUST be able to take pressure. Journalism is no doss. I know, and I only write a fanzine (with my friend) and for a newspaper, and that's hard enough as it is. So give it plenty of thought. I know I still want a full-time job in video game journalism, though.
Andrew Mills, Londonderry

Thank you too, Andrew, for coming to visit. It was a pleasure to see a true Mario Kart artist in action. Sorry if we were a bit grumpy at times. **Ed**







GO! GO!

So tell me this...

Your questions go on getting tougher, but still no cracks in our knowledge have appeared. Not very big ones, anyway.

1. I run my N64 through a SCART lead into a monitor, but I want to sell the N64 and get a US machine. Will this work?
2. Are monitors 50Hz, 60Hz or multi-standard?
3. Do you know of anywhere that still sells US SNESes, new or used. And do you know where I can pick up a copy of *Final Fantasy III*?
4. Do they still sell SNESes in America?
5. Who are Super Mario Club in the ending to *Starfox* and *Mario 64*?
6. My universal converter wipes the save games on the UK cart plugged into the rear. Why is this?
7. Also, I lose my high-scores in *Starfox* unless I keep the UK game plugged in. Why is this?
Saul Minshall, Bristol

1. It should work just the same.
2. It depends entirely on the monitor. Old ones will probably be 50 or 60Hz, while the latest, more expensive ones tend to be multi-standard.
3. Any reliable importer should be able to furnish you with a US SNES. You'll be lucky to get hold of a copy of Final Fantasy III
4. Yep. Lot's of them, believe it or not.
5. They're Nintendo's Japanese team of in-house games testers, who check each new game for bugs and evaluate its quality.
6. Game saves are held in little RAM chips in the cart (powered by a small battery). One of the side-effects of using the cart as the 'key' for a convertor cart is that this RAM gets zapped. It's not had any long term effects on the carts we use but it might be a good idea to use a cart without RAM if you can.
7. It seems from our experiments that the convertor cartridge is unable to make game saves to the game being played. Instead, it saves to the cart you plug into the back of the cartridge to act as the 'key'. As long as the key cart has back-up RAM (and you always use it with your import game), you'll still be able to access your save points, though. Ed

1. Will the new Rumble Pack versions of *Mario* and *Wave Race* be released in the UK?
2. If so, is it worth selling my original versions of the games and buying the new ones?
3. Will you be giving away another video of this year's Shoshinkai Show?
4. How about you sell the video separately?
5. If you do make another video, would you please show on it how to jump over the right side of the wall on Mario Circuit in *Mario Kart*?
6. What is the UK release date for *Doom* 64 and *Extreme G*?
7. Will Nintendo release a Nintendo museum game similar to *Namco Museum* on the PlayStation?
Michael Parsons, Bognor Regis

1. I doubt it, as they've hardly caused a stir in Japan.
2. Not really.
3. We don't have any plans to at the moment, but we're never quite sure what's going to happen from one day to the next here at **N64** *Magazine, so you never know.*
4. Well, to be honest we'd rather concentrate on putting together the world's finest Nintendo 64 magazine than get into the video business. Rest assured, though, that **N64** *Magazine will bring you the fastest, most comprehensive news direct from Shoshinkai – James and Max will both be there to make sure of that.*
5. Can you still not do it? It's just the same as jumping over the left-hand side, but you twist the joystick to the right slightly as you hop.
6. Doom should be out now, with Extreme G due late in October.
7. Probably not. Nintendo seem keen to emphasise how technically sophisticated the N64 is, and are better off distancing their new machine from their old ones. Ed

1. My mate says he's got the Banana Cup in *Mario Kart 64*. Is he lying or not?
2. Will the 64DD have loading times?
3. Should I get *Blast Corps* or *Lylat Wars* next?
4. Is the Jolt Pak any good?
Ben Elry, St Clears

1. He's lying. In fact, if you examine his pants closely you'll probably discover that they're on fire.
2. It will, but they'll be much shorter than CD ones.
3. They're both great games, so get them both if you can. Lylat Wars probably just has the edge, though.
4. Er, in what sense? It definitely adds something to Lylat Wars, but really it depends on how well developers use it. Ed

1. Will Sonic ever come to the N64?
2. Why is *Clayfighter* called 'Clayfighter 63 1/3'?
3. Will there be other titles after *MK Mythologies*, like one on Scorpion as there is one on Sub Zero?
4. My friend thinks the N64 can play SNES games. Could you tell him this is total rubbish so he can see it with his own eyes?
5. I've heard of a new Sega console coming out, called the Sega Black Belt. Is this true?
Robert Rowland, Hirwaun

1. He won't, no.
2. Because Interplay thought it would be funny. Our sides are in serious splitting danger.
3. That seems to be Midway's intention. It'll depend on how well Sub Zero goes down, though.
4. Robert's friend: you're a clot. Of course the N64 can't play SNES games. Blimey.
5. Both Sega and Sony are working on new 64-bit consoles to rival the N64, but neither is due out until around 1999. By then there'll doubtless be talk of a new Nintendo console... Ed

1. Should I buy *Mario Kart 64* now, or wait for *Diddy Kong Racing* to come out in November?
2. If I buy an American version of *Mario Kart* and use it with an adaptor for my PAL N64, will it run at the same speed as the PAL or the SCART version?
3. Are any point-'n'-click adventures (*Sam & Max, Monkey Island*) planned for the N64?
4. Why do games come out in the UK so much longer after the Japanese and American versions?
5. Why is *Starfox 64* being called *Lylat Wars* in Britain? And will it run at the same speed as the Japanese and American versions?
6. When is *Silicon Valley* due out?
7. I heard a rumour on the Internet that *Banjo-Kazooie* has been delayed. Is this true? Why?
8. On *SM64*, where are the eight red coins on the final Bowser level? I have 119 stars and can only get seven coins.
Andy, Egham.



1. A tricky one. Mario Kart 64's great, but we suspect that one of the reasons Diddy Kong Racing has been kept so quiet is that Nintendo wanted to sell as many copies of Mario Kart as possible before Diddy Kong arrived and stole its thunder. From what we've seen of it, Diddy has the potential to be tonnes better than Mario Kart, especially if you're playing alone. We can't let you know for sure until we've played a finished version thoroughly, though: expect a review next issue.
2. No.
3. Point-'n'-click adventures are a bit old-fashioned now, to be honest. They've been superseded by things like Zelda and Holy Magic Century.
4. Only Nintendo ones do, as a rule, and it's because Nintendo are a tiny bit odd.
5. We're pleased to report, Kylat Wars is full-screen and almost full speed.
6. It should be finished early next year, but doesn't have a definite release date yet.
7. Sadly, it seems we won't be seeing B-K till early next year now. The reason? They simply haven't been able to finish it in time.
8. Refer to Zy's guide in N64/3. The chances are you're missing the very last one – it's under the final flight of blue steps. Ed

1. What would happen if I removed the label on the memory expansion port which says "Do not remove this label"?
2. When will Nintendo start selling memory, and how much will it cost?
3. Will *Tiny Toons Wacky Sports* ever see the light of day on the N64?
4. Will you please tell us in advance if you're ever going to put the price of your mag up?
5. How do you get the best results when making jam tarts?
Aaron Carroll, Halifax

1. You'd find another label underneath saying "I told you not to remove that label." Other than that, nothing much. Oh, except if anything goes wrong with your N64 you might have problems with your guarantee.
2. We won't need memory until the 64DD arrives, and it'll then come as part of the package.
3. Dunno. Konami are keeping several games close to their chests, though, so maybe.
4. Er, we'll try to, although we've got no price-increase plans at the moment.
5. "It's all in the pastry," says Sue Overton, **N64** *Magazine's culinary advisor, "Shortcrust is a must and you must be careful not to overfill the tart with jam, otherwise they'll overflow in the oven. Pre-baking the pastry by five minutes before adding the jam is another useful tip if you've got the time." Ed*

If you're concerned about something N64-related, the place to come is: So Tell Me This..., N64 Magazine, 30 Monmouth Street, Bath BA1 2BW.

DIRECTORY

The complete guide to every game we've ever reviewed in N64 Magazine.

How it works

- **The game's name**
- **Its publisher**
- **If it's an import, whether it's a US or Japanese one**
- **A summary of our review**
- **The best tip or cheat, and any issues that we've done guides**
- **The reviewer's initials (see below)**
- **Score**
- **The issue we reviewed it in**
- **How much it costs**

PERSONNEL MANAGER 64

Big Stick Software | UK release: Winter 1998 | £60 | N64 7 ● 65% ● FP

Play the big boss in a large firm and manage your staff to maximise your profits. Curiously, the game rewards you for a Dickensian approach to staff motivation: say for instance you've managed to get them working long hours of unpaid overtime, threaten to cut their wages unless they 'step up a gear'. The big flaw with *Personnel Manager 64* is realism – you couldn't really treat people this badly and expect them to stay, could you?

- Be harsh. Don't worry about the fact that your employees can't support themselves. Who cares?
- Remember, if the Trade Union setting is 'off', your 'Motivation' strategies can be more imaginative.

N64 reviewers

JA = James Ashton
MH = Marcus Hawkins
WO = Wil Overton
JS = Jon Smith
JB = Jes Bickham
JD = Jonathan Davies
TW = Tim Weaver
ZN = Zy Nicholson
JN = Jonathan Nash



UK Games DIRECTORY

F1 POLE POSITION

Ubisoft | £60 | N64 7 ● 71% ● JD



We enjoyed *Human Grand Prix*, despite its obvious flaws, so we were looking forward to Ubi Soft's tidying-up and renaming of it. Disappointingly, all that's changed in the transition to *F1 Pole Position* is the licence, cutting out all that H Dill drivel. The horrendous pop-up remains, the stop-dead banks are still in there and, ultimately, this is only half as good as the PlayStation's *F1*.

● If your bloke in the pits shouts at you to come into the pits, don't bother. You can make the whole course without a tyre change.

BLAST CORPS



Nintendo | £60 | N64 5 ● 88% ● JS



A preposterous storyline is the excuse for some full-frontal global destruction as the *Blast Corps* – a kind of space age demolition gang – get to save the world by, er, knocking most of it down. There's no doubting that the game is one of the most idiosyncratically original on the N64 and one that you're almost certain to enjoy. However its lifespan problems (mission repetiton is never ideal) mean that your love affair with the game may be disappointingly short-lived.

● Park against a building with your vehicle's door against it. Repeated pressing of Z will cause the structure to explode. ● Full *BC* guide in **N64**/8

INT. SUPERSTAR SOCCER 64



Konami | £60 | N64 3 ● 92% ● TW



The finest football game in existence, *ISS64* is, quite simply, a work of art. It certainly looks gorgeous, but the real delight comes from its genuine football-ness. You can build the most intricate of passing build-ups, deliver the killer through-ball and score the sweetest of goals – all just like the real thing. An almost flawless game which could only have been bettered with the addition of real teams. Kills all known *FIFA*s dead.

● To get the super teams enter this code at the title screen: Hold Z and press Up, L, Up, L, Down, L, Down, L, Left, R, Right, R Left, R, Right, R, B, A, Start. ● Full game guide in **N64**/4.

DOOM 64

Midway | £60 | N64 7 ● 77% ● JA



Think about it: *Turok's* far better than *Doom*, and *GoldenEye's* far better than *Turok*. So, for anyone other than those people for whom *Doom* is the gaming equivalent of breathing, this PAL release of Midway's tricky blaster is going to seem a pointless exercise in expenditure. It's solid and it's workmanlike, but up against Acclaim's dinosaur-basher and Rare's breathtaking Bond licence it looks dreadfully old hat.

● At the password screen enter ?TL BDFW BFGV JVVB for a complete cheat menu.
● Other tips in the review, **N64**/7.

KILLER INSTINCT GOLD

Nintendo/Rare | £55 | N64 3 ● 62% ● MH



Killer Instinct might have been a big deal a couple of years ago, but even an arcade-prefect conversion looks a bit out-dated on the N64. It's not that *KI* wasn't a good game to start with – if you're still in love with it, you'll definitely enjoy this version – it's just that for most people enthusiasm for this type of beat-'em-up is at a low ebb. And that includes us.

● To access the extra options, during the character bio screens in the intro press Z, B, A, L A, Z in sequence. ● Tips in **N64**/1 and in the review in **N64**/3.

FIFA 64

Electronic Arts £60 N64 2 ● 39% ● TW

This makes you wonder two things. Firstly, how, with all that advanced technical gubbins at their fingertips, EA managed to produce a worse *FIFA* game than the PlayStation's. And secondly, how, in the wide, wide, world of sport, this passed Nintendo's quality control department. The Albanians execute people for lesser offences.



● Remember, you only need tap the shoot button once. The delay is terrible but you *will* eventually produce something. Don't press it a second time or your shot will fly over.

MARIO KART 64

N64 STAR GAME

Nintendo £60 N64 4 ● 91% ● JD

While it doesn't quite achieve the total perfection many had expected, *Mario Kart 64* is still a vital purchase for your N64. Its outstanding feature is undoubtedly the multi-player modes, and in particular the four-player grand prixs. But you'll still find yourself racing the one-player games too, long after you've beaten the game. The disturbingly addictive Time Trial mode offers almost infinite longevity. Brilliant. Buy it.



● At the start of the race, time your acceleration burst just before the light turns green to get a rocket start. ● Complete guide in **N64**/4.

MORTAL KOMBAT TRILOGY

GT £60 N64 1 ● 34% ● TW

Ahhchh, another *Mortal Kombat* sticks in the throat of beat-'em-up fans. This is *really* poor – the animation a sub-standard variation of the PlayStation's, with an overall presentation level little better than that of its SNES ancestor. A wealth of options, cheats, extras and finishing moves can't save this. Avoid with clinical determination.



● For unlimited credits, press Down, Down, Up, Up, Right, Right, Left and Left on the Story screen. When you lose, you'll have infinite credits. ● Cheats in **N64**/1 and **N64**/4.

SUPER MARIO 64

N64 STAR GAME

Nintendo £60 N64 1 ● 96% ● ZN

When other developers first caught a glimpse of *SM64*, they went back to the drawing board with their efforts. The game is sublime, taking everything that's made previous *Mario* titles great and fleshing it out into 3D. Mario himself can do just about anything, the levels are huge, packed with incredible ideas and loads of secret bits. Without a shadow of a doubt, this has to be the world's greatest video game.



● Loads of tips in our review in **N64**/1.
● '20 most-asked questions', **N64**/1, **N64**/2. Guides in **N64**/2, **N64**/3, **N64**/4, **N64**/5.

NBA HANGTIME

GT N64 6 ● 52% ● JS

The immortal *NBA Jam* series continues on the N64 with this dated arcade conversion. Apart from the fact that the 3D and sprite work looks distinctly out of place on the N64, the real problem with *Hangtime* is that two-on-two basketball gets very boring very quickly. Relentlessly running up and down the court exchanging baskets with the CPU is not our idea of fun, and even with a huge cheats list, your attention will soon wander.



● Create duplicates of star players by entering 0000 as your pin. Now type in your name as the name of the player. ● See **N64**/3 for a complete list of names.

TUROK: DINOSAUR HUNTER

N64 STAR GAME

Acclaim £70 N64 1 ● 91% ● TW

Replacing *Doom's* cyberdemons with screen-filling dinosaurs, cranking up the violence to ludicrously bloody proportions and adding a series of breathtakingly devastating weapons, Acclaim/Iguana have produced – yes – a monster. A phenomenally good game which really shows the technical gulf that exists between the N64 and other consoles.



● At the edge of a platform the screen will dip. Jump here to gain maximum distance.
● Full cheat listing Tips Extra **N64**/2. ● Key-finding guide in **N64**/2.

PILOTWINGS 64

N64 STAR GAME

Nintendo £50 N64 1 ● 89% ● TW

The first *Pilotwings* split gamers' opinions with its floaty, airbound subject matter. However, this 64-bit refurbishment is likely to have a much wider appeal than the SNES original. Intermingling the sublime talents of flight sim specialists Paradigm and Nintendo's usual playable sheen, *Pilotwings 64* emerges as a supreme example of how to harness the N64's immense potential. Up, up and away.



● The four Birdman Stars are situated in the park in New York, inside the Arctic Island's waterfall, in a cave on Crescent Island and on the bridge-shaped rock on Holiday Island.

WAVE RACE 64

N64 STAR GAME

Nintendo £55 N64 2 ● 90% ● ZN

Breathtaking water-based racing is the order of the day in Miyamoto's astounding *Wave Race*, with the N64 once again proving its mind-expanding capabilites. Thoroughly realistic water effects, a scintillating two-player speedway and the possibility of trying your hand at Lee-Majors-style stunt work make this easily as enjoyable as *Mario Kart 64*.



● To achieve the Helicopter stunt and 1700 points, when you're on the ramp, turn sharply in a Left/Up direction and then hold Down to pull off a sideways flip.

SHADOWS OF THE EMPIRE

Nintendo £55 N64 1 ● 78% ● JA

With ten levels of varying game styles, *Shadows* somehow fails to be more than the sum of its parts. Fab snowspeeder and space battles are ultimately let down by some lacklustre *Doom*-style bits and the truly awful speeder bike on Luke's home planet, Mos Eisley. It still has a great Star Wars feel, though, and is loads better than the PC's *Dark Forces*.



● To see the end sequence, enter your name as _Credits (case sensitive).
● Challenge Point guides in **N64**/2 and **N64**/3.

WAYNE GRETZKY'S 3D HOCKEY

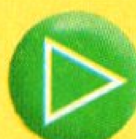
GT £65 N64 6 ● 75% ● TW

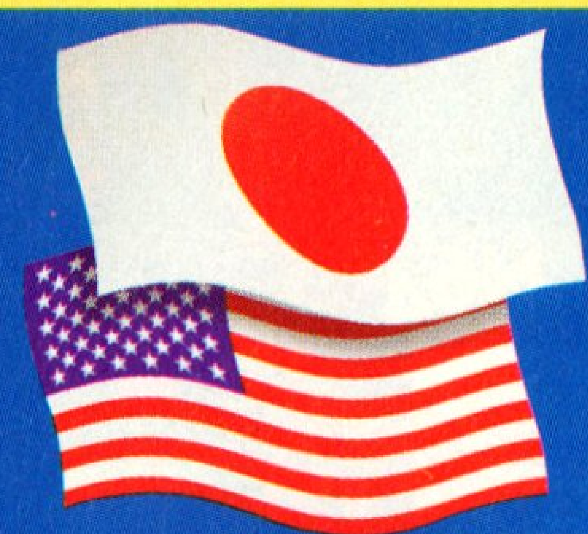
For sheer whizz-bang, puck-zipping magic *Wayne Gretzky* is hard to beat. An excellent range of options ensure that the full ice-hockey spectrum is covered – from the three-man arcade knock-about to the full-team, over-legislated complete simulation. It's fun in multiplayer – especially the two on two arcade mode – and overall the only thing that lets it down is that fact that, when all's said and done, it's only ice hockey.



● Loads of tips in Tips Extra **N64**/5. ● For super teams, go to Setup and then Options, hold L and press the C button sequence: Right, Left, Left, Right, Left, Left, Right, Left and Left.

GO! GO!





Import Games DIRECTORY

CRUIS'N USA

Midway | UK release: TBA | N64 1 ● 34% ● JD

Racing across the USA isn't tough, even with the irritatingly over-sensitive controls. The music is awful, and the graphics use only a fraction of the N64's power. Avoid.

DARK RIFT

Vic Tokai | UK release: TBA | N64 5 ● 72% ● ZN

It's a plain old beat-'em-up, basically, and while it's better than *War Gods* and *Killer Instinct*, there's just nothing new here to excite even the most ebullient of fight fans.

DORAEMON

Epoch | UK release: Unlikely | N64 2 ● 60% ● TW

Sadly, Doraemon turns out to be slightly linear, slightly confusing and all-too-tedious *Mario* clone. Perhaps it's more suited to your younger brother or sister.

THE GLORY OF ST ANDREWS

Seta | UK release: Unlikely | N64 1 ● 58% ● TW

The N64's first golf game lacks any redeeming features whatsoever. A ropey graphical engineand dodgy controls add up to an experience as ugly to watch as it is to play.

GANBARE GOEMON

Konami | UK release: Early '98 | N64 7 ● 80% ● ZN

Whilst not ever likely to threaten *Mario 64* in the all-round goodness stakes, this timely N64 release for Konami's much-loved, blue-haired wonder kid nevertheless sees a pile of good ideas thrown together to produce a marvellously entertaining adventure. But to be honest, unless you're fluent in Japanese you'll experience *huge* problems about half way through. We did. Wait for the likely English translation.



- On the southern island you'll discover a location marked with a huge red torii gate. Climb all the way up, for some fiery coins.

GOLDENEYE 007

N64 STAR GAME

Rare/Nintendo | UK release: November | N64 7 ● 94% ● JA

Well, we thought it would be good. But – really and truthfully – never this good. No other N64 game (except one, perhaps), let alone *Doom* game, is as majestically structured or superbly realised. The locations are as close to their celluloid brother's as you could possibly wish and the villains are all in there in glorious digitised form, and if you've ever wanted to *be* Bond – you know, really *be* him – you need never look any further.



- If you complete the various missions within specific times, you can access various cheats such as the big head DK Mode.

GO GO!! TROUBLEMAKERS

N64 STAR GAME

Enix | UK release: TBA | N64 5 ● 90% ● JN

Strangely backward but enormously entertaining, *Go Go!! Troublemakers* is an enigma that might not be solved even when the game gets translated. There are bundles of levels and a degree of imagination and innovation that companies like Midway can surely only dream of. It's not going to impress anyone with its graphical prowess, but sometimes that kind of thing can take second place to the game itself.



- No cheats are available for *Go Go!! Troublemakers*
- Expect a complete solution to the game when it's released in the UK as *Mischief Makers*.

HEXEN

Midway | UK release: Autumn | N64 5 ● 69% ● JD

After their triumph with *Doom 64* (all-new levels, brand new textures) Midway bring *Hexen* to the N64 party. Sadly, the game is exactly the same as its elderly PC mum, and the one new element – the four-player split-screen deathmatch mode – fails in *Hexen's* resolutely single-player levels. It's still lots of fun in a retro kind of way, but in the N64 world, where *Turok* reigns supreme, it's hard to recommend whole-heartedly.



- To activate the cheat menu, pause the game and press Top C, Bottom C, Left C, Right C very quickly.
- In the Cheat menu, press Left C, Right C, Bottom C for invincibility.

HUMAN GRAND PRIX

Human | UK release: Winter 1997 | N64 2 ● 71% ● TW

Although never matching up to the high standards of the PlayStation's *F1* – inexcusable, really, when you consider the extra power available to its programmers – *Human Grand Prix* provides some throughly entertaining Formula 1 driving thrills, with beautiful handling and a plethora of options. Shame about the horrendous pop-up, though.



- For optimum cornering, don't use the brake, just stab at the accelerator.
- For an example of a course layout, read our review in **N64**/2.

JANGOU SIMULATION MAHJONG

Video System | UK release: Never EVER | N64 7 ● 69% ● JD

So, the best Mah Jong game yet? Well, yeah, probably but - when all's said and done - does it really matter? With its more 'trendy' approach to the game (smart-casual businessman alongside pretty, short-skirted females), it'll probably sell like wild-fire in *ker-razy* Japan. And, bless 'em, they'll find it's got all that they could have wished for: white tiles with squiggles on them and, erm, other stuff. Good, then.



- Jonathan, now the resident Mah Jong expert, says: "Watch your opponents carefully. If they go for the triplet, you go for the kong". (*No, he doesn't.* – Ed)

J-LEAGUE PERFECT STRIKER

N64 STAR GAME

Konami | UK release: Now (as *ISS64*) | N64 1 ● 89% ● TW

Konami prove their footballing dominance with a magical footballing sim, combining breathtaking animation, a plethora of fantastic moves and some outrageous goals. *Perfect Striker* is as close to The Beautiful Game as any computer rendition has ever come. It has since become *ISS64* for its UK release. Goal Lazo, as some would no doubt say.



- Learn how to use the 'kick-ahead-and-run' button (Bottom C) both for attacking and catching opposing players.

KING OF PRO BASEBALL

Imagineer  **UK release:** Unlikely | N64 1 ● 68% ● TW

The players are super-deformed and cute which is entertaining. Eventually, though, the too-slow runners and the super-skillful CPU opposition will begin to get you down.

MULTI RACING CHAMPIONSHIP

Imagineer  **UK release:** September | N64 5 ● 81% ● JA

MRC makes full use of the analogue and the on and off-road sections feel challengingly different to drive. However, its disappointing easy to complete.

MAH JONG 64

Koei  **UK release:** Never | N64 3 ● 65% ● JD

Mah Jong 64 is more of a beginner's guide to the game than previous efforts. However, with its heavy reliance on Japanese text, things will still prove fairly tricky.

MAH JONG MASTER

Konami  **UK release:** Unlikely | N64 1 ● 69% ● WO

If you've never played mah jong, this would be a very tough way to learn, with its copious Japanese text. Otherwise, the slickest of the Mah Jongs.

POWER LEAGUE 64

Hudson  **UK release:** No, thanks | N64 7 ● 42% ● JA



We've got nothing against baseball – even though, plainly, it's tedious – but this effort from Hudson, the first N64 ball-and-bat title to utilise real players, is tragically awful. For a start the players have no faces and all the speedy gracefulness of a fire engine, and the CPU-controlled teams are straight from the Maradona School of Honesty. All in all, a complete and utter pile of tosh. Avoid as though it were a disease.

● Change your pitcher regularly so the cheating CPU can only launch one out of every three balls into orbit.

POWER PRO BASEBALL 4

N64 STAR GAME

Konami  **UK release:** Unlikely | N64 3 ● 54% ● TW



No, we haven't forgotten the '6'. *PPB4* is the fourth in Konami's series of baseball games which started on the SNES years ago. Despite the fact that the game went ballistic in Japan, we don't rate it as highly as Imagineer's effort, *King of Pro Baseball*. The players are similarly 'fat', but the picture-in-picture system doesn't work that well and the game is criminally difficult against the CPU.

● See **N64**/3 for tips on understanding Japanese game menus.

STARFOX 64

Nintendo  **UK release:** September | N64 3 ● 94% ● JD



Lock up Shigeru Miyamoto, a rabbit, a team of Nintendo's finest programmers, a fox, a toad, a small star system and a falcon in a room for twelve months and *Star Fox 64* is the result. It's the shoot-'em-up the N64 has been waiting for, pushing the machine to new limits of technical sophistication and being immeasurably good fun into the bargain.

● Complete the game and at the title screen hold B and move the Analogue stick. Our heroes' heads will follow the wandering '64'. ● Full guide in **N64**/8.

TETRISPHERE

Nintendo  **UK release:** Early '98 | N64 7 ● 71% ● JB



What with this being a 64-bit machine and everything, merely transferring *Tetris* onto the N64 would be like Delia Smith nipping out for chips (erm, sort of). So, Nintendo and developers H_2O have turned the Game Boy's finest moment into a fully 3D affair with jungle-dance-techno music and a whole paint-palette-full of colour. And the result? A partially successful puzzle game, if not an essential one.

● As the shapes drop from the screen, put them into the spaces on your sphere! What? What do you mean you already knew? ● Cheats in **N64**/7

WONDER PROJECT J2

Enix  **UK release:** Unlikely | N64 1 ● 55% ● WO

Guide a robotic girl through various 'real life' situations with the overall aim of making her a real person. Weird, very Japanese and very difficult to overcome the language barrier.

WAR GODS

Midway  **UK release:** Before Christmas | N64 4 ● 46% ● JA

Although it's the first proper 3D beat-'em-up, that's all *War Gods* has really got going for it. For beat-'em-up junkies only.

NUMBERS

Here are some of the N64's more reliable Internet sites along with the web addresses of most of the world's publishers and developers. If a publishing house has a UK base we've also included their phone number.

N64 SITES

Die Hard Game Fan	www.gamefan.com/
Game Japan	www.rcp.co.jp/recca/
N64.com	www.n64.com/
Nintendo 64 Headquarters	www.n64hq.com/
Nintendo Australia	www.nintendo.com.au/
Nintendo Japan	www.nintendo.co.jp/
Nintendo USA	www.nintendo.com/
Nintendojo	members.aol.com/peers2/

SOFTWARE COMPANY SITES AND NUMBERS

Acclaim	(0171) 344 5000
Japan	www.acclaim-jp.com/
US	www.acclaimnation.com/
Activision	(0181) 7429400 www.activision.com/
Argonaut	www.argonaut.com/
ASCII	www.asciient.com/
Atari Games	www.atarigames.com/
Athena	www.sega.co.jp/gamesoft/athena
Atlus	www.atlus.com/
Blizzard	www.blizzard.com/
BMG	(0171) 973 0011 www.bmg.com/
Boss	www.bossgame.com/
Bottom Up	www.ifnet.or.jp/
Capcom Japan	www.capcom.co.jp/
US	www.capcoment.com/
Crystal Dynamics	www.crystald.com/
Data East	www.dataeast.com/
DMA Design	www.dma.co.uk/
Eidos	(0181) 636 3000 www.eidosinteractive.com/
Electronic Arts	(01753) 549442 www.ea.com/
Enix	www.marinet.or.jp/com/enix/
Epic Megagames	www.epicgames.com/
Epoch	www.fjt.co.jp/
Gametek	(01753) 854444 www.gametek.com/
Graphics School	http://204.174.42.103
Gremlin	(01142) 753423 www.gremlin.co.uk
GT	(0171) 258 3791 www.gtinteractive.com/
GTE	www.im.gte.com/
Hudsonsoft	www.hudson.co.jp/
Human	www.human.co.jp/
Imagineer	www.imagineer.co.jp/
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Konami	(01895) 585 000
Japan	www.konami.co.jp/
US	www.konami.com
LucasArts	www.lucasarts.com/
MicroProse	www.microprose.com/
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Mindscape	www.mindscape.com/
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Shiny	www.shiny.com/
Squaresoft	www.spin.ad.jp/square/
THE Games	(01703) 653377
THQ	(01372) 745 222 www.thq.com
Titus	www.titusgames.com/
Ubi Soft	(0181) 941 4004 www.ubisoft.com/
Vic Tokai	www.victokai.com/
Video System	www.dreamsquare.co.jp/
Williams	www.williamsentertainment.com/

Coming soon in...



GOLDENEYE

Your chance to 'be' James Bond!



You already know how great *GoldenEye 007* is, as we reviewed the American version in the last issue and gave it 94%. Next month, though, it's coming out over here! And issue 9 of **N64** Magazine will contain all the information you'll need to avoid getting grabbed by the Spetznatz.

EXTREME G



Acclaim have stirred N64 fans up into a frenzy with talk of *Extreme G's Wipeout*-beating speed. Well, it's out in November, so we'll be able to see whether they're right.

LAMBORGHINI 64



Top Gear Rally's pretty much got rally games sewn up, then. Can *Lamborghini 64* do the same for tarmac-based racers? We'll have a full review in the next issue!

DUKE NUKEM 3D



A national hero on the PC, Duke's taken his time making his way to the N64. We'll be giving his game a good going over, **N64** Magazine style.

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IMPORT ARENA

CLAYFIGHTER 63 1/3

Interplay's series of 'amusing' beat-'em-ups continues on the N64...

MACE

...while this more serious contender may well be the N64's best fighting game yet.



And! We've just about finished studying your videos. Now find out the results of our *Mario Kart* Championship!

HOW TO...

...SCORE A VAST NUMBER OF POINTS IN *LYLAT WARS*

We know the game you'll all be playing when issue 9 comes out, and our guide is going to tell you everything you know to become a *Lylat Wars* ace.

...MAKE YOUR N64 GAMES GOOD ENOUGH TO EAT

This one's a surprise, but it's definitely one we've prepared earlier.

N64 MAGAZINE

Issue 9 on sale Friday, November 14th. (Or it's goodbye Jonathan, apparently.)

index to **N64 MAGAZINE** issue 8

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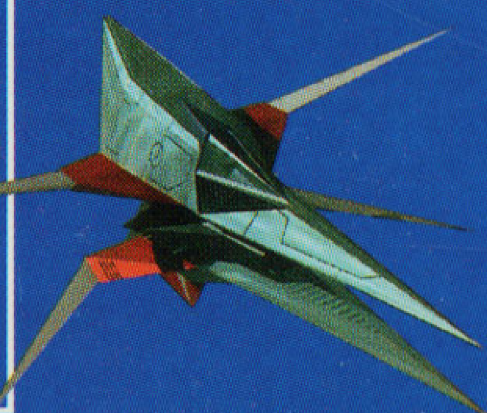
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